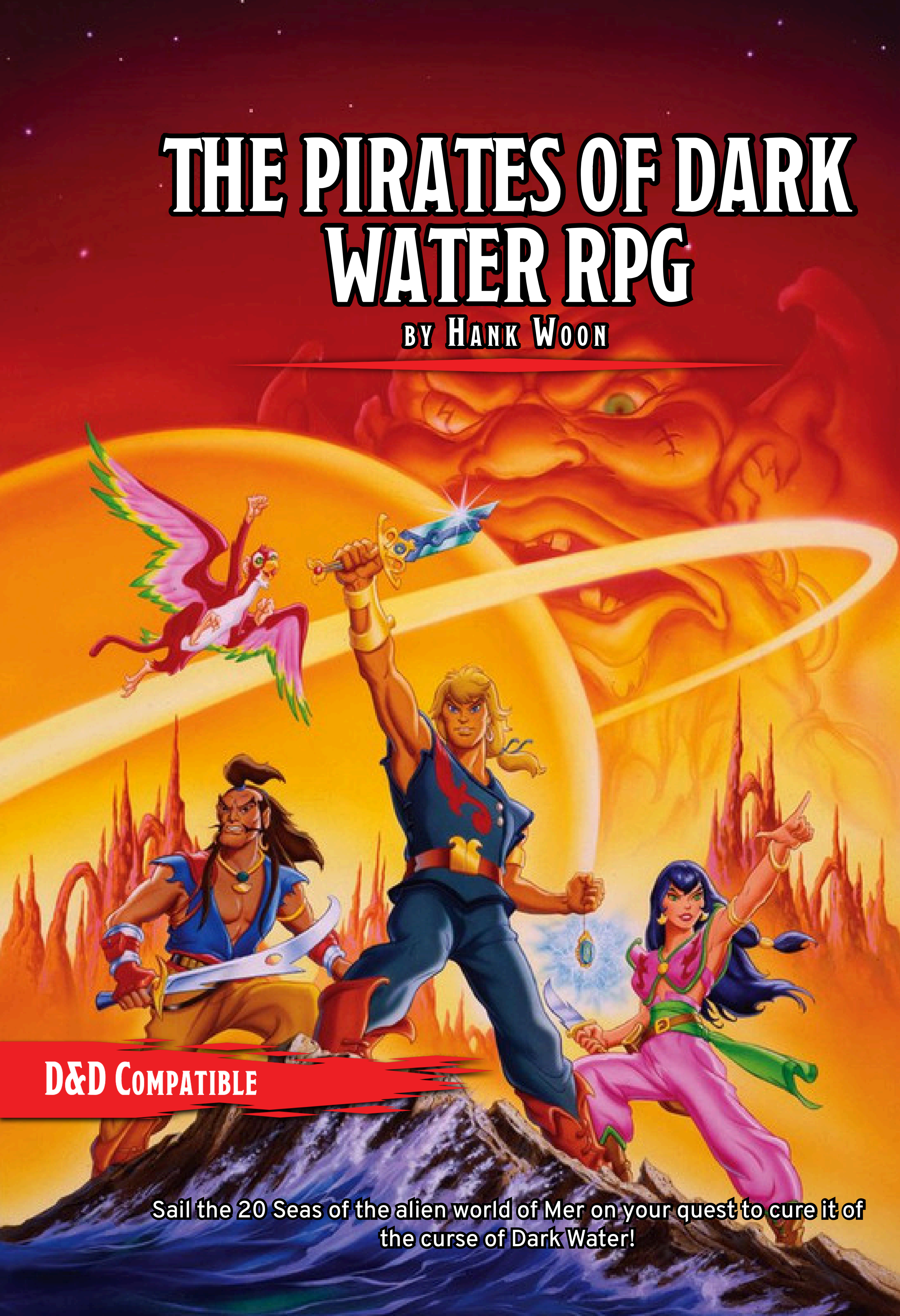
THE PIRATES OF DARK WATER RPG

BY HANK WOON



D&D COMPATIBLE

Sail the 20 Seas of the alien world of Mer on your quest to cure it of the curse of Dark Water!

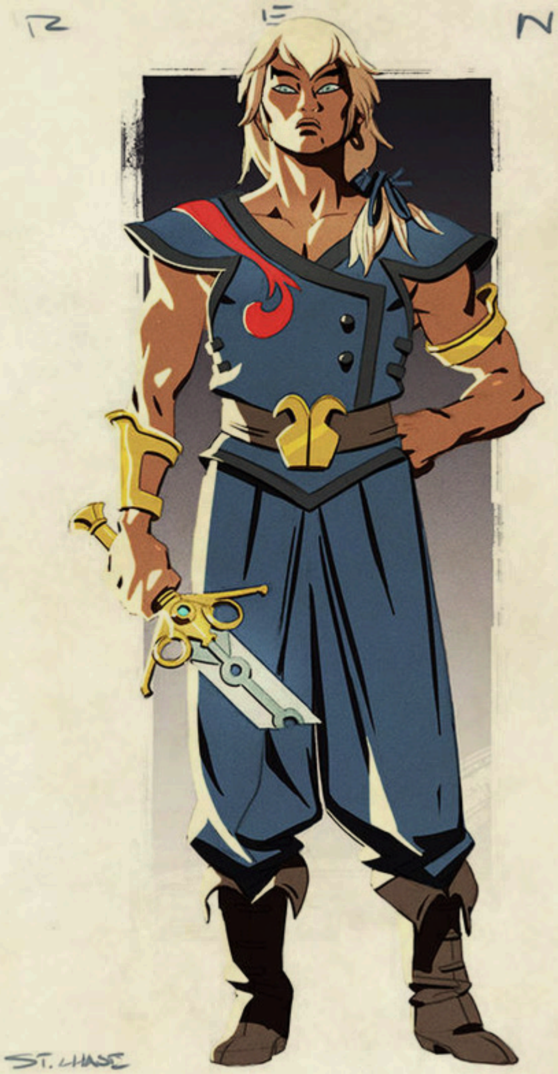
The Pirates of
DARK WATER
™

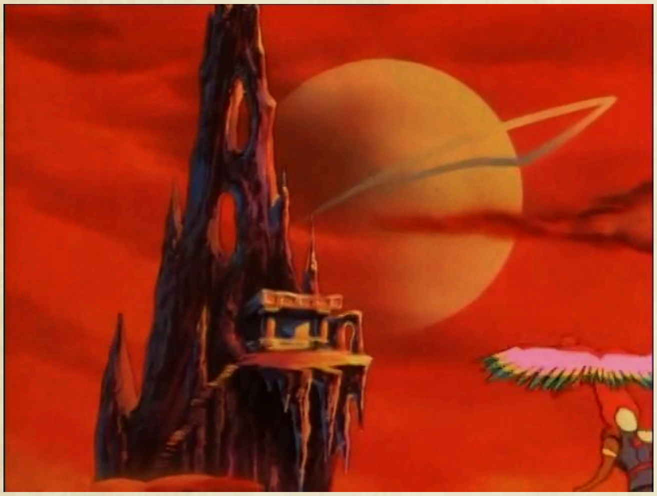
Introduction

Welcome to the twenty seas of Mer! Just a couple weeks ago I finished making an RPG for the 1988 George Lucas/Ron Howard classic WILLOW. It was so much fun I decided to give this a go!

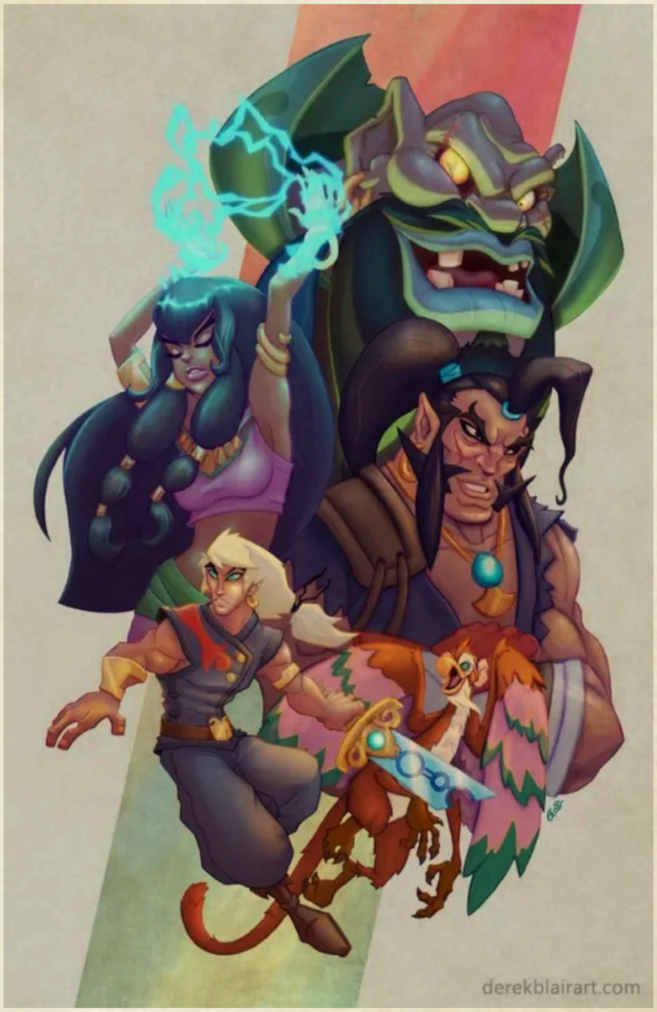
This RPG is merely a translation of the 90s RPG that was created based on this property, with a new map of my creation, with some additional locations and elements added. The text will be a mix of new and old.

Unlike with WILLOW, I decided to create this one using *Dungeons & Dragons*. If you wish to be more accurate to the show, you should use the 2 new classes in this PDF, and allow the artificer, fighter, rogue, and wizard. Of course, no reason you can't use all D&D classes. *–Hank Woon, July 21st, 2024*





THIRTEEN TREASURES OF ANCIENT TIME,
thirteen lessons of Rul in rhyme.
To find the jewels in secret places,
follow where the compass faces.
If returned from the shore beyond,
a new day dawns for Octopon.
But if they fall into evil hands,
darkness descends on all the lands.
For these riches, two shall vie
in the realm of dark water where the treasures lie.
— The glyphs of Galdebar, *"The Quest"



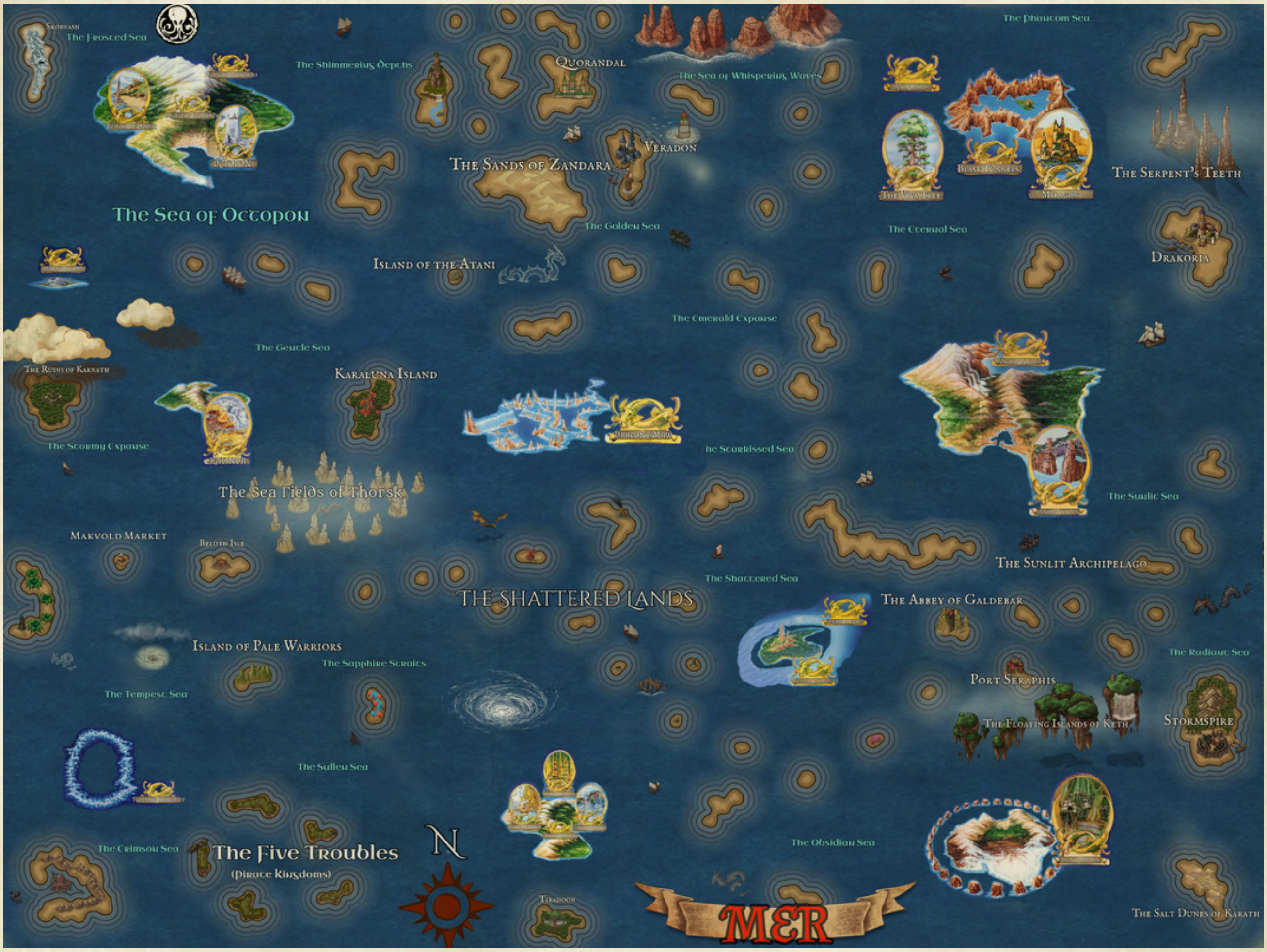
"THE ALIEN WORLD OF MER IS BEING DEVOURED BY DARK *water. Only Ren, a young prince, can stop it - by finding the lost thirteen treasures of rule. At his side is an unlikely, but loyal, crew of misfits. At his back, the evil pirate lord Bloth, who will stop at nothing to get the treasures for himself. It's high adventure with the Pirates of Dark Water."*
— Opening narration, *"The Pirates of Dark Water: The Saga Begins"*

The Pirates of Dark Water is filled with elements of classic myth that give it a universal appeal. The motif of the hero's journey, out of a known environment, to undertake a task that leads to the source of life, has been an elemental part of storytelling for centuries. However, the ingredients that allow Dark Water to soar beyond the realm of the conventional tale of the hero's quest are humor and creativity.

Mer is an alien world, an environment unlike any we have ever seen. Everything, at every turn, surprises and amazes, yet it seems natural to the environment of this watery world. Mer, a planet in a constant state of flux, has island continents almost simultaneously being created, destroyed, and recreated. Even so, there is an unnatural natural order to all things on Mer. A simple example of this is its weaponry. In addition to standard medieval-type weapons, a number of items are of a design that takes advantage of the world's peculiar ocean life.

Poisonous sea urchins are hurled with deadly accuracy from powerful sling shots, alien starfish are used as shurikens and blown glass muskets contain lizard-like creatures that, when "triggered," expel their deadly breath weapon.

In addition to describing the world of Mer,this PDF contains 2 new classes, new equipment, stats and rules for ships, and over 100 monsters with D&D stats.

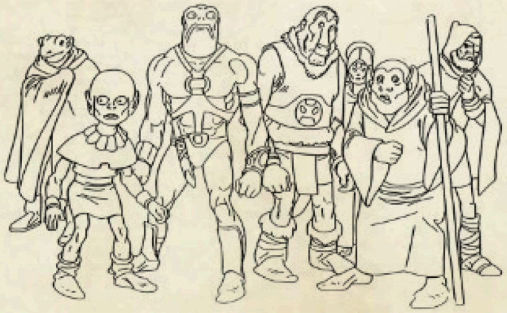

Skorvash
The Frosted Sea
The Shimmering Depths
Quorandal
The Sea of Whispering Waves
The Phantom Sea
Veradon
The Sands of Zandara
Blast Tunnels
The Yew Tree
Merkon
The Serpent's Teeth
The Sea of Octopon
The Golden Sea
The Eternal Sea
Drakoria
Island of the Atani
The Emerald Expanse
The Gentle Sea
The Ruins of Karnath
Karaluna Island
Dragon's Maw
The Starkissed Sea
The Stormy Expanse
The Sea Fields of Thorsk
The Sunlit Sea
Makvold Market
Beloth Isle
The Sunlit Archipelago
The Shattered Sea
The Shattered Lands
The Abbey of Galdebar
Island of Pale Warriors
The Sapphire Straits
The Radiant Sea
Port Seraphis
The Tempest Sea
The Floating Islands of Keth
Stormspire
The Sullen Sea
The Crimson Sea
The Five Troubles
(Pirate Kingdoms)
N
The Obsidian Sea
Tiradoon
MER
The Salt Dunes of Karath

You can download this map here.

RACES

Although the world of Mer boasts hundreds of unique races, each with individual strengths and weaknesses, this RPG concentrates only on five major races that inhabit the planet.

The following section gives descriptions of these races, as well as any unique attributes they possess.



HUMANS

Humans are the most populous race on Mer but not the most advanced. Because Mer is mostly water, the majority of humans depend on the sea for their livelihood, be it from pirating or fishing. Although the sea is the main source of profit for men, there are many who choose to merchandise their wares to the seafarers.

The humans of Mer are a rugged breed and may best be described as sea cowboys. Most humans average just under 5'10" in height and are darkly tanned from the strong Merian sun.

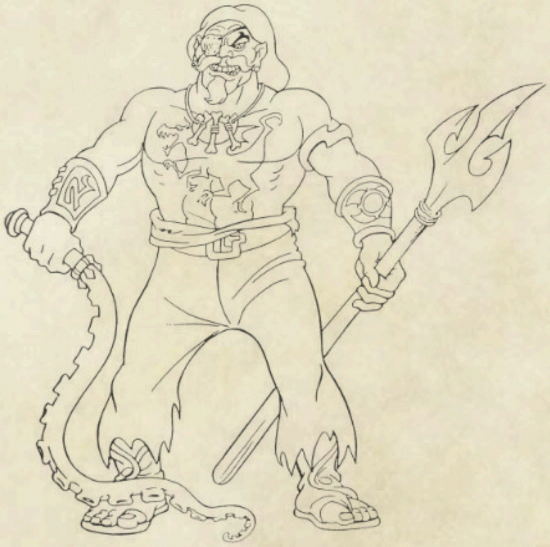
Despite the ever present heat, the majority of men wear their hair long, and it is considered a sign of manhood to have a beard.

Due to the tropical nature of Mer, humans dress scantily, and, unless a battle is anticipated, choose not to wear armor, preferring instead to wear light, breezy, uninhibiting clothes. However, if melee is certain, armor is never shunned.

Due to the dangerous nature of Mer, over 85% of its human population reside in communal settings. Most of these communities have a population of under 200.

However, there are large towns with populations well into the thousands. No matter what the size, they all possess a port, at least one tavern, and an unlimited supply of unscrupulous characters.

For stats, use the standard D&D entry in the Player's Handbook.



KREE

The Kree Race Description

Name: Kree

Appearance: The Kree are an ancient race of forest dwellers who are more comely than humans. They have long golden hair and usually deep blue eyes. Their distinguishing features are their long, pointed ears and canine teeth.

Culture: The Kree live in harmony with nature, constructing their dwellings to enhance their natural surroundings using materials from their local area. They prefer living in groups of fewer than 20 individuals to minimize their impact on nature. While they interact with humans and are social, the Kree are not seafaring people, preferring the beauty of the land. They are governed by a council of elders who make decisions for the race and communicate laws through runners.

Kree Traits

Ability Score Increase: Your Wisdom score increases by 2, and your Charisma score increases by 1.

Age: The Kree mature at the same rate as humans but can live up to 200 years.

Alignment: The Kree tend toward neutral good. They value harmony with nature and peaceful coexistence with other races.

Size: Kree are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common and Sylvan.

Keen Senses: You have proficiency in the Perception skill.

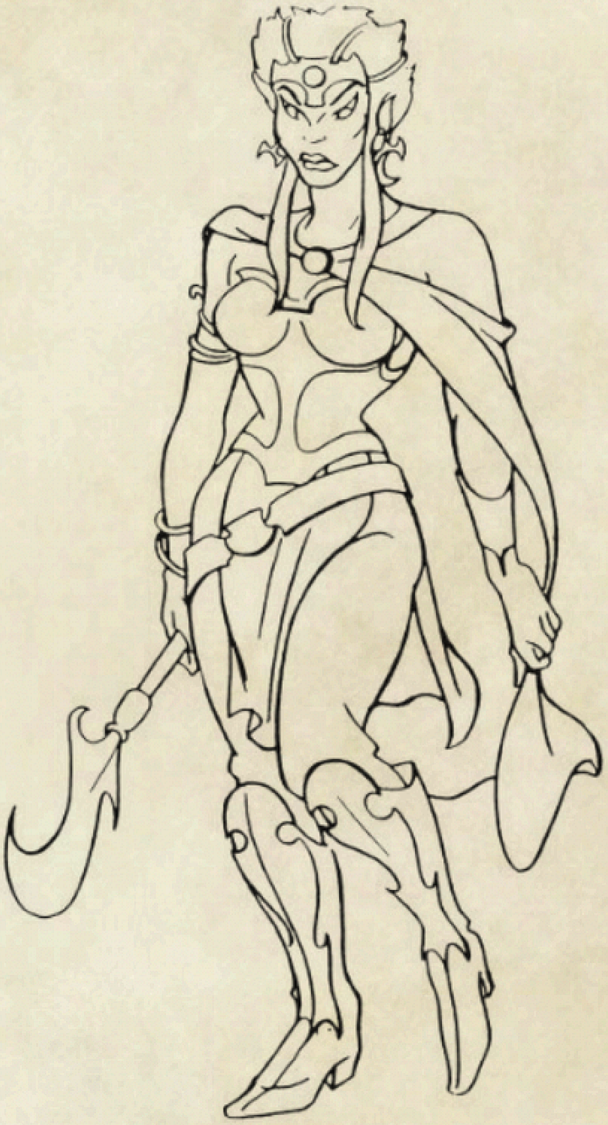
Harmony with Nature: You can cast the Druidcraft cantrip. Wisdom is your spellcasting ability for this spell.

Forest Dweller: You have proficiency in the Nature skill and can move through nonmagical difficult terrain made of plants and undergrowth without expending extra movement.

Enhanced Agility: You have proficiency in the Acrobatics skill.

Nature's Embrace: You have the ability to cast the Pass without Trace spell once per long rest. Wisdom is your spellcasting ability for this spell.

Comely Presence: You have advantage on Charisma (Persuasion) checks when interacting with humanoids.



SCON

Scon Race Description

Name: Scon

Appearance: Scon are short and muscular humanoids, with a sturdy build suited for their life in caves and mountains. Their skin is typically a rugged, earthy color, and they often have coarse, dark hair. Their eyes are adapted to low light, allowing them to see well in the darkness of their underground homes.

Culture: The Scon are an ancient race, believed to be the first inhabitants of Mer. They are proud and honorable, holding their word as inviolate. The Scon have a long-standing enmity with the Antari, whom they view as ruining the natural beauty of their underground world by building cities. Despite this, they have been known to work together in times of great need.

Scon live in underground communities that range from 100 to 1000 individuals. These communities are ruled by a single leader, usually the strongest male. Each tribe operates independently, only interacting with others during calamities. Scon live in portable tent-like structures to minimize their impact on the environment. They are also expert seafarers and feared pirates.

Scon Traits

Ability Score Increase: Your Strength score increases by 2, and your Constitution score increases by 1.

Age: Scon mature at the same rate as humans and can live up to 150 years.

Alignment: The Scon tend towards lawful alignments, valuing honor and tradition.

Size: Scon are shorter and more muscular than humans, standing around 4 to 5 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common and Undercommon.

Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

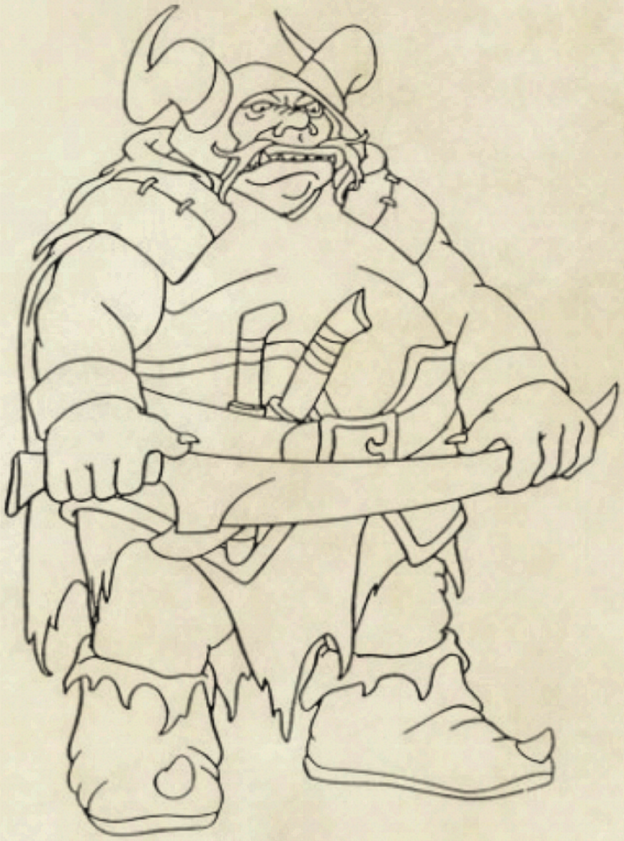
Tunnel Fighter: You have proficiency with the battleaxe and warhammer. Additionally, when fighting in tight spaces or tunnels, you have advantage on attack rolls and Dexterity saving throws.

Mountain Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Seafaring Expertise: You have proficiency in the Athletics and Perception skills. You also gain proficiency with water vehicles.

Nomadic Dwellers: You are skilled in setting up and taking down camp quickly. You can set up or dismantle a campsite in half the usual time.

Honor Bound: You have proficiency in the Persuasion skill, and when making a promise or oath, you have advantage on Persuasion checks related to convincing others of your sincerity.



ANTARI

Antari Race Description

Name: Antari

Appearance: Antari are tall, standing at around 7 feet, with an albino complexion. Their skin is pale white, and they have striking, pale blue or red eyes that are adapted to their underground environment.

Culture: The Antari are a private race that prefers to interact only with their own kind. They inhabit magnificent underground cities in Mer's cavernous depths. Although they are not hostile to humans and will work with them if necessary, they seldom venture above ground. The Antari are expert craftsmen, particularly known for their skill in carving intricate images out of precious stones like emeralds and diamonds, making their work highly sought after.

The Antari are sworn enemies of the Scon, whom they view as vermin that need to be eradicated from their domain. They typically attack Scon on sight unless a truce is arranged for a common good. This truce is often uneasy and easily broken. Despite their underground dwelling, the Antari are expert seamen, utilizing the many underground rivers and lakes as their seafaring routes. They often attack ships from these tunnels and disappear back into them before any retaliation can occur.

Antari Traits

Ability Score Increase: Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age: Antari mature at the same rate as humans and can live up to 200 years.

Alignment: The Antari tend toward lawful alignments, valuing order and tradition within their communities.

Size: Antari are taller and more slender than humans, standing around 7 feet tall. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Languages: You can speak, read, and write Common and Undercommon.

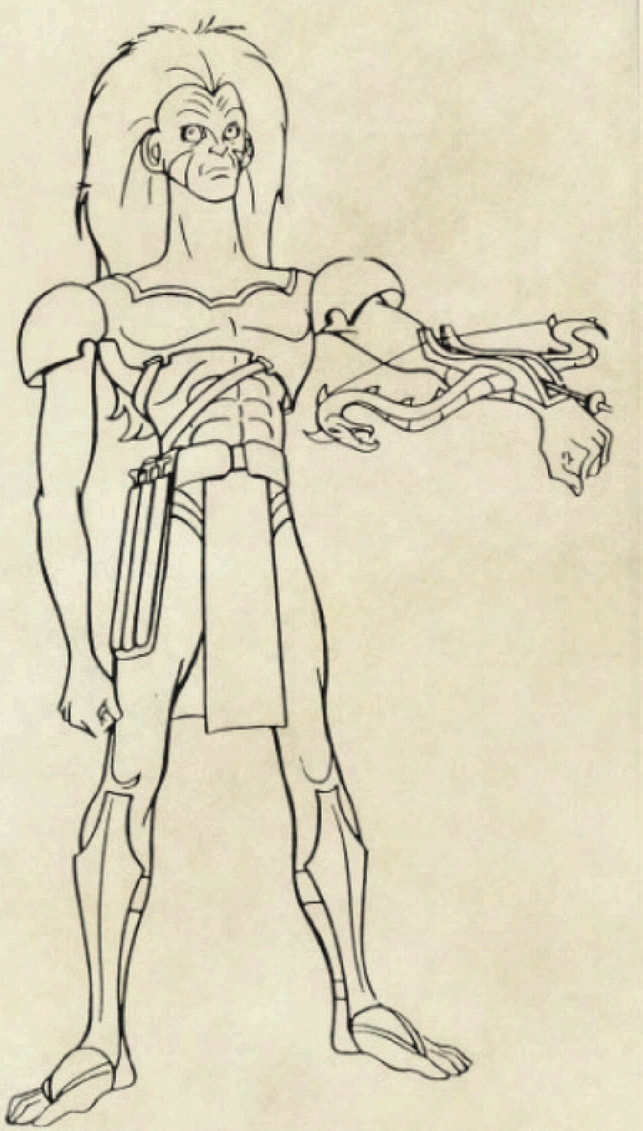
Darkvision: Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stonecraft Expertise: You have proficiency with jeweler's tools and advantage on Intelligence (Investigation) checks to appraise the value of gemstones and precious items.

Stealthy Tactics: You have proficiency in the Stealth skill. Underground Navigator: You have proficiency in the Survival skill when navigating underground environments.

Seafaring Savvy: You have proficiency with water vehicles and advantage on Dexterity (Sleight of Hand) checks when tying knots or handling ropes.

Silent Strike: You can attempt to hide even when you are only lightly obscured by natural phenomena (such as fog, heavy rain, falling snow, mist, and other natural features).



MONKEY BIRDS

Monkey Bird Race Description

Name: Monkey Bird

Appearance: A Monkey Bird is a hybrid between a spider monkey and a parrot, with the torso and head of a monkey and the upper beak of a parrot. They have 4-foot long wings protruding from their shoulders, making them very colorful creatures with common bird markings. Their wings are comprised of at least three different colors. At young ages, it is almost impossible to differentiate the sexes. However, as they age, males grow short, tuft-like beards, which quickly distinguish them from females.

Society: These creatures can be found anywhere throughout Mer and freely interact with humans and humanoids, as they speak Mer's common language. They dwell in large community groups located in the higher parts of trees, consisting of huts interconnected by large hollow vines, allowing them to travel safely within their community. Monkey Birds are a matriarchal race ruled by a single queen who is the mother of all Monkey Birds in the community. When the queen becomes too old to give her race more offspring, she lays a special egg that holds the new queen. The community and current queen hatch and nurture the new queen until she can bear offspring, usually at the age of 2 years.

Physical Abilities: Monkey Birds are strong enough to grasp a fully grown human by the shoulders and lift them off the ground, even transporting them some distance before growing tired.

Monkey Bird Race Traits

Ability Score Increase: Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age: Monkey Birds mature quickly, reaching adulthood at age 2. They typically live up to 40 years.

Alignment: Monkey Birds tend to be chaotic, valuing freedom and individual expression. They are usually good-natured and cooperative within their communities.

Size: Monkey Birds are about 3 to 4 feet tall. Your size is Small.

Speed: Your base walking speed is 30 feet, and you have a flying speed of 50 feet. To use this flying speed, you can't be wearing medium or heavy armor.

Flight: You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor. You must have space to use your wings.

Keen Senses: You have proficiency in the Perception skill.

Matriarchal Guidance: You have advantage on saving throws against being frightened if you can see an allied Monkey Bird within 30 feet of you.

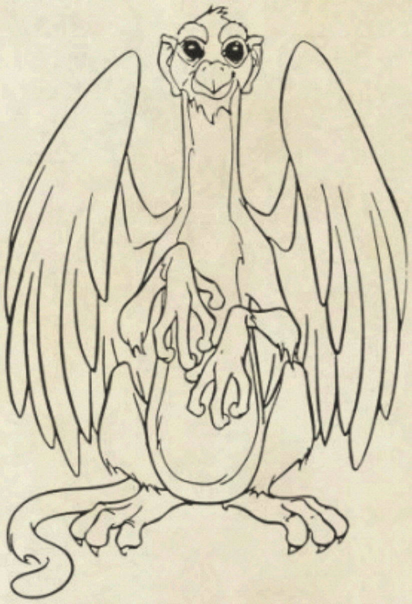
Tree Dweller: You have proficiency in the Acrobatics skill. Additionally, you can move through nonmagical difficult terrain made of plants and undergrowth without expending extra movement.

Languages: You can speak, read, and write Common and Auran.

Natural Grasp: Your hands and feet are adapted for climbing and grasping. You have a climbing speed of 30 feet and can use your feet to interact with objects and make Dexterity (Sleight of Hand) checks.

Mighty Lift: Despite your small size, you are capable of lifting and carrying creatures. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Hive Mind: When working together with other Monkey Birds, you have a unique ability to coordinate attacks. When you and at least one other allied Monkey Bird are adjacent to an enemy, you can use your reaction to grant yourself or an ally advantage on an attack roll against that enemy.



CLASSES

The Pirates of Dark Water adds 2 new classes to your D&D campaigns – the Ecomancer and the Pirate!

ECOMANCER

The rustling of leaves, the gentle whisper of the wind, the crackle of a campfire – these are the sounds of life itself, harmonizing through the world. Ecomancers are the ultimate custodians of nature, with an innate bond to the elements that surpasses all others. By channeling the primal forces of the world, Ecomancers can command the elements, heal the land, and summon creatures to their aid. Whether through quiet communion with the forest or fierce storms that mirror their fury, Ecomancers stand as nature's guardians, wielding the very essence of the world as their ally.

Class Features

As an ecomancer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per ecomancer level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per ecomancer level after 1st

Proficiencies

Armor: Light armor, Medium armor, shields
Weapons: simple weapons and nature-related weapons (like sickles and scimitars)

Saving Throws: Wisdom, Dexterity
Skills: Choose two from Nature, Animal Handling, Survival, Medicine, Perception, and Insight.

Spellcasting Ability

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELL LIST

The ecomancer uses the druid spell list, with additional spells (new spells found in this entry).

The Ecomancer

Level	Proficiency Bonus	Features	Cantrips Known	— Spell Slots Per Spell Level —								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Elemental Affinity, Nature Communication	2	2	—	—	—	—	—	—	—	—
2nd	+2	Elemental Spells	2	3	—	—	—	—	—	—	—	—
3rd	+2	Animal Companion, Healing Touch	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—	—	—	—
5th	+3	Elemental Shift, Expanded Elemental Control	3	4	3	2	—	—	—	—	—	—
6th	+3	Nature's Shield	3	4	3	3	—	—	—	—	—	—
7th	+3	Nature's Synapse	3	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	4	3	3	2	—	—	—	—	—
9th	+4	Elemental Mastery	3	4	3	3	2	1	—	—	—	—
10th	+4	Animal Army	3	4	3	3	2	1	—	—	—	—
11th	+4	Second Element	4	4	3	3	2	1	1	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	2	1	1	—	—	—
13th	+5	Purify Nature	4	4	3	3	2	1	1	1	—	—
14th	+5	Extended Synapse	4	4	3	3	2	1	1	1	—	—
15th	+5	Elemental Resistance	4	4	3	3	2	1	1	1	1	—
16th	+5	Ability Score Improvement	4	4	3	3	2	1	1	1	1	—
17th	+6	Elemental Form	4	4	3	3	2	1	1	1	1	1
18th	+6	Nature's Blessing	4	4	3	3	3	1	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	2	2	1	1	1
20th	+6	Elemental Mastery, Nature's Avatar	4	4	3	3	3	2	2	2	1	1

CLASS FEATURES

Level 1: Nature's Connection

• Elemental Affinity: Choose an element (Air, Earth, Fire, Water) to start with. You gain minor control over this element (e.g., control a small flame, move a small amount of water, manipulate a gust of wind).

• Nature Communication: Communicate with plants and animals at a basic level.

Level 2: Elemental Manipulation

• Elemental Spells: Gain access to spells related to your chosen element. You can also cast the spell "Speak with Animals" without expending a spell slot.

Level 3: Nature's Influence

• Animal Companion: Summon a loyal animal companion that aids you in battle.

• Healing Touch: Use nature's energy to heal wounds. You can restore a number of hit points equal to your Wisdom modifier + your level (usable once per short or long rest).

Level 4: Ability Score Improvement

• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 5: Elemental Fusion

• Elemental Shift: Briefly merge with your chosen element, becoming intangible and gaining resistance to non-magical damage for 1 minute (usable once per long rest).

• Expanded Elemental Control: Control larger amounts of your chosen element and influence minor weather patterns.

Level 6: Nature's Protection

• Nature's Shield: Surround yourself with a protective aura of nature, granting you and allies within 10 feet resistance to elemental damage.

Level 7: Synaptic Connection

• Nature's Synapse: Establish a synaptic connection with nearby natural elements, allowing you to control plants and animals within a 60-foot radius.

Level 8: Ability Score Improvement

• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 9: Elemental Mastery

• Elemental Empowerment: Enhance your chosen element's abilities, such as creating a small earthquake, calling a lightning strike, or causing a localized storm.

• Nature's Wrath: Unleash the fury of nature, dealing elemental damage to all enemies within a 30-foot radius (usable once per long rest).

Level 10: Hive Mind Control
• Animal Army: Control an entire swarm of animals, commanding them to act as a single entity in battle.
Level 11: Dual Elemental Affinity
• Second Element: Choose a second element to control and manipulate at a basic level.

Level 12: Ability Score Improvement
• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 13: Elemental Purification
• Purify Nature: Cleanse an area of corruption, pollution, or disease, restoring it to its natural state.

Level 14: Enhanced Synaptic Connection
• Extended Synapse: Increase the range of your synaptic connection to 120 feet and influence larger natural phenomena.

Level 15: Elemental Resilience
• Elemental Resistance: Gain resistance to damage from your chosen elements (both primary and secondary).

Level 16: Ability Score Improvement
• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 17: Elemental Ascendance
• Elemental Form: Transform into an elemental being for 1 minute, gaining immunity to non-magical damage and dealing additional elemental damage (usable once per long rest).

Level 18: Nature's Harmony
• Nature's Blessing: Permanently gain the benefits of a plant or animal ability (e.g., darkvision from a cat, water breathing from a fish).

Level 19: Ability Score Improvement • Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 20: Master of Nature
• Elemental Mastery: Fully master both chosen elements, gaining unlimited minor control over them.
• Nature's Avatar: Become a living avatar of nature, commanding respect and obedience from all natural beings.

NEW SPELLS

Elemental Tether

1st-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small piece of the element you wish to tether)
Duration: Concentration, up to 1 minute

Requires a ranged spell attack. Create a tether of elemental energy connecting you to a target within 30 feet, allowing you to manipulate the target as if it's a natural element (i.e., control them – see class features). You can move the element up to 10 feet per turn as long as it remains within range. The subject gains a Wisdom save at the end of each of their turns to break the connection.

Nature's Beacon

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small totem made of natural materials)
Duration: Concentration, up to 1 hour

Summon a beacon of natural energy that attracts and empowers nearby animals and plants, giving them enhanced abilities and obedience. A number of HD worth of animals or animate plants equal to your class HD will arrive within 1d4 rounds (DM has final say if the region supports this life to work). These allies within 30 feet of the beacon gain advantage on saving throws against fear and charm effects as well as attacks for the duration of the spell. They will obey your commands for the duration of the spell.

Elemental Surge

5th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a fragment of the element to be surged)
Duration: Instantaneous

Unleash a surge of elemental energy, dealing 6d8 damage of your chosen element type to all creatures in a 20-foot radius. Additionally, each creature must succeed on a Dexterity saving throw or suffer a secondary effect based on the element (e.g., knocked prone for earth, blinded for 1 minute for fire).

Elemental Dominion

7th-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a crystal worth at least 1,000 gp)
Duration: Concentration, up to 10 minutes

Temporarily dominate an entire element in a large area, such as causing a massive storm or an earthquake. You control the element within a 100-foot radius and can create effects such as walls of fire, whirlwinds, or fissures in the earth. Damage is 10d6 per round (Dexterity save for half damage).

Nature's Avatar

9th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of bark from the Viva Tree)
Duration: Concentration, up to 1 hour

Transform into an avatar of nature, gaining immense power and control over all natural elements and beings within a mile radius. You gain +4 to all ability scores; a +4 bonus to AC; immunity to non-magical damage; damage resistance to fire, lightning, thunder, and cold damage; and can cast spells from your chosen elements without expending spell slots. This spell consumes the spell component, and after the spell ends it cannot be cast again until after a Long Rest.

PIRATE

The sound of crashing waves, the call of seabirds, and the creaking of a well-worn ship – these are the symphonies that fill the hearts of pirates. Pirates are the masters of the seas, living a life of freedom and adventure, answering to no one but their own code. With a blend of martial prowess, cunning, and charisma, pirates thrive on the open water, plundering treasure, commanding fearsome crews, and navigating treacherous waters with ease. Whether they are swashbuckling duelists or silver-tongued rogues, pirates embody the spirit of adventure, carving their legends into the annals of history.

Class Features

As a pirate, you gain the following class features.

Hit Points

Hit Dice: 1d10 per pirate level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per pirate level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: simple weapons, martial weapons, firearms

Saving Throws: Dexterity, Charisma
Skills: Choose three from Acrobatics, Athletics, Deception, Insight, Intimidation, Perception, Sleight of Hand, and Survival.

FOLLOW ME, DAGRON-RIDERS! WE SHALL SEND THAT PRETTY BOAT AND ITS CAPTAIN TO THE BOTTOM OF THE SEA!
ALOFT! LIKE A SENTIENT CLOUD OF DOOM THEY FLY! HIGHER AND HIGHER!
BELOW ON THE MAELSTROM, ALL ARE MESMERIZED BY THE SIGHT. EVEN BLOTH FEELS THE THRILL OF DREAD COURSE UP HIS SPINE. IN THOSE SWIRLING RANKS ARE HIS ELITE!
THEY ARE HIS DAGRON RIDERS! TO THEIR QUARRY AND VICTIMS THEY ARE KNOWN AS THE SLAUGHTERMEN OF BLOTH!

The Pirate

Level	Proficiency Bonus	Features
1st	+2	Seafaring Expertise, Pirate's Grace
2nd	+2	Sneak Attack, Cunning Action
3rd	+2	Pirate Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Fearsome Reputation
7th	+3	Uncanny Dodge
8th	+3	Ability Score Improvement
9th	+4	Evasion
10th	+4	Pirate's Resilience
11th	+4	Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Swashbuckling Savvy
14th	+5	Master of Intrigue
15th	+5	Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Legendary Buccaneer
18th	+6	Archetype Feature
19th	+6	Ability Score Improvement
20th	+6	Dread Pirate

Class Features

Level 1: Sea Legs

• Seafaring Expertise: You gain proficiency with navigator's tools and vehicles (water).

• Pirate's Grace: You have advantage on Dexterity (Acrobatics) checks and saving throws to maintain your balance on unstable surfaces, such as a ship's deck in rough seas.

Level 2: Buccaneer's Cunning

• Sneak Attack: Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. This damage increases by 1d6 at certain levels (2d6 at 5th, 3d6 at 11th, 4d6 at 17th). • Cunning Action: You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Level 3: Pirate Archetype

• Choose an archetype: Swashbuckler, Corsair, or Dread Pirate, detailed below.

• Feature: Gain a feature from your chosen archetype.

Level 4: Ability Score Improvement

• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 5: Extra Attack

• You can attack twice, instead of once, whenever you take the Attack action on your turn.

Level 6: Fearsome Reputation

• Reputation: You have advantage on Charisma (Intimidation) checks made to influence those who recognize your reputation.

• Commanding Presence: As an action, you can inspire fear or loyalty in creatures within 30 feet of you. Choose up to six creatures that can see you and make a Charisma (Intimidation) or Charisma (Persuasion) check contested by their Wisdom saving throw. On a failure, they are frightened or charmed (your choice) for 1 minute. You can use this feature once per short or long rest.

Level 7: Uncanny Dodge

• When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Level 8: Ability Score Improvement

• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 9: Evasion

• When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Level 10: Pirate's Resilience

• Indomitable Will: You have advantage on saving throws against being frightened or charmed.

Level 11: Archetype Feature

• Gain a feature from your chosen archetype.

Level 12: Ability Score Improvement

• Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 13: Swashbuckling Savvy

• Swashbuckler's Swagger: When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

Level 14: Master of Intrigue

• Schemer: You can spend 10 minutes observing or interacting with another creature outside combat. Afterward, you can learn one of the following characteristics of your choice: its strengths, weaknesses, or the content of its character (good, neutral, evil).

Level 15: Archetype Feature

• Gain a feature from your chosen archetype.

Level 16: Ability Score Improvement • Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 17: Legendary Buccaneer

- Captain's Command: As an action, you can bolster your allies with a rousing speech. Allies within 60 feet of you that can hear you gain temporary hit points equal to your Charisma modifier + your level, and have advantage on attack rolls and saving throws against being frightened for 1 minute. You can use this feature once per long rest.

Level 18: Archetype Feature

- Gain a feature from your chosen archetype.

Level 19: Ability Score Improvement

- Increase one ability score by 2, or two ability scores by 1 each. Alternatively, take a feat.

Level 20: Dread Pirate

- Legend of the Seas: Your name is known far and wide, striking fear or admiration in the hearts of those who hear it. You have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks.

Additionally, you can call upon the legend of your name to rally allies or terrify enemies. Once per long rest, as an action, you can choose one of the following effects:

o Rally Allies: Allies within 30 feet of you gain advantage on all attack rolls, ability checks, and saving throws for 1 minute.

o Terrify Enemies: Enemies within 30 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be frightened for 1 minute.

PIRATE ARCHETYPES

SWASHBUCKLER

Level 3: Fancy Footwork

- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Level 3: Rakish Audacity

- You can add your Charisma modifier to your initiative rolls. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll.

Level 11: Elegant Maneuver

- You can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

Level 15: Master Duelist

- When you miss with an attack roll, you can roll it again with advantage. You can use this feature once per short or long rest.

CORSAIR

Level 3: Boarding Action

- You gain proficiency with firearms and water vehicles if you don't already have it. When you take the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a pistol or a dagger you are holding.

Level 3: Sea Dog

- You gain advantage on Strength (Athletics) checks to swim and on Dexterity (Sleight of Hand) checks made to tie or untie knots.

Level 11: Broadside

- As an action, you can unleash a broadside attack with cannons, dealing 6d10 bludgeoning damage to all creatures in a 30-foot cone originating from your ship. You can use this feature once per long rest.

Level 15: Iron Stomach

- You gain immunity to poison and disease. Additionally, you can eat and drink anything without suffering ill effects.

DREAD PIRATE

Level 3: Fearsome Reputation

- You have advantage on Charisma (Intimidation) checks made to influence those who have heard tales of your deeds. Additionally, you can use your action to frighten all creatures of your choice within 30 feet of you that can see or hear you. Each creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be frightened for 1 minute. You can use this feature once per short or long rest.

Level 3: Pirate's Curse

- You can invoke a pirate's curse on a target you can see within 60 feet. The target must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the target is cursed for 1 minute. While cursed, the target has disadvantage on attack rolls and saving throws. You can use this feature once per short or long rest.

Level 11: Dreadful Strikes

- When you hit a creature with a weapon attack, you can deal an extra 2d6 psychic damage to the target. You can use this feature once per turn.

Level 15: Captain's Command

- As an action, you can give a commanding shout to rally your crew. Allies within 60 feet of you that can hear you gain temporary hit points equal to your Charisma modifier + your level and have advantage on attack rolls and saving throws against being frightened for 1 minute. You can use this feature once per long rest.

EQUIPMENT

In addition to normal, medieval-type weapons, Mer boasts an abundance of unique weapons. Some weapons use living creatures to enhance their power, and many creatures themselves are used as weapons and are bred for such purposes (see individual creature stats for details).

Directly below is a quick description of the mechanics involved with Merian weapons.

Weapons

Name	Cost	Damage	Range	Properties
Martial Ranged Weapons				
Dagron Bow	150 gp	1d6 piercing	30/60 ft.	18 darts capacity
Dart Pistol	200 gp	1d8 piercing	20/40 ft.	
Dart Rifle	750 gp	2d8 piercing	60/120 ft.	Fires two darts before needing to reload (action to reload both).
Grub Crossbow	1,500 gp	3d10 piercig	30/60 ft.	Explosive
Gas Pistol	800 gp	special	10/20 ft.	special
Sea Urchin	50 gp	1d4 piercing	20/40 ft.	Thrown
Sea Urchin	300 gp	1d10 piercing	30/60 ft.	Can be used underwater without disadvantage.

Armor

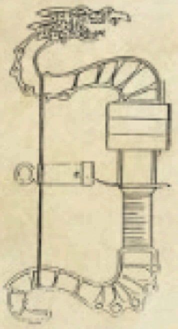
Name	Cost	Armor Class	Strength	Stealth
Light Armor				
Dolphin Hyde	200 gp	12 + Dex Modifier	None	No disadvantage
Medium Armor				
Crab Shell	400 gp	14	None	Disadvantage
Heavy Armor				
Clam	600 gp	15	None	Disadvantage
Coral	800 gp	16	13	Disadvantage
Dagron Scale	1,200 gp	17	15	Disadvantage
Leviathan Scale	1,500 gp	18	17	Disadvantage
Shields				
Shell Shield	75 gp	+1 AC	None	No

Equipment

Item	Cost
Glowfish	250 gp
Octopucker	1,000 gp
Sea Sucker	1,200 gp

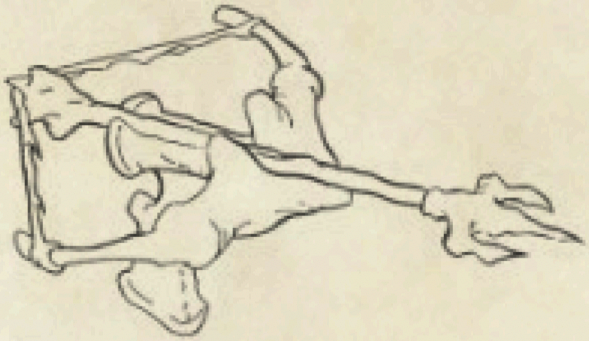
Dagron Bow (uncommon)

The bow can hold up to 18 darts at a time. Reloading a dart is a bonus action.



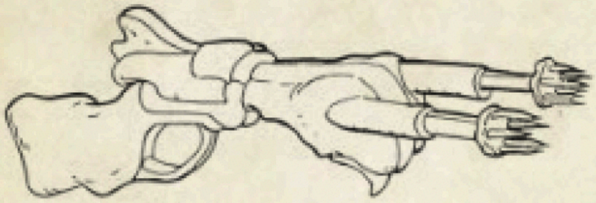
Dart Pistol (uncommon)

A small, easily concealed weapon that shoots a single 12-inch, three-pronged dart. This weapon can be easily concealed. You have advantage on Dexterity (Sleight of Hand) checks made to hide the weapon on your person.



Dart Rifle (rare)

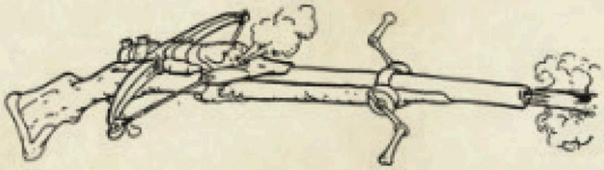
A 3-foot-long, two-handed weapon that shoots two 18-inch, multi-pronged darts.



Grub Crossbow (rare)

A cross between a crossbow and a flintlock rifle that uses sacks full of exploding grubs as missiles.

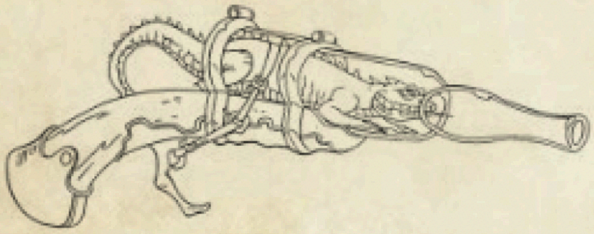
On a hit, the grubs explode, causing all creatures within a 5-foot radius to take 3d10 piercing damage. The crossbow can hold one sack of grubs at a time and must be reloaded as an action.



Gas Pistol (rare)

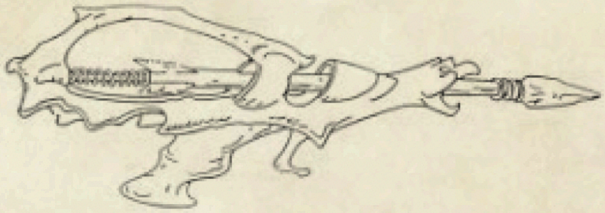
A gas pistol houses a Gazier in a hollow metal tube.

When discharged, the gas pistol releases poisonous gas in a 15-foot cone. All creatures in the cone must make a DC 15 Constitution saving throw or fall asleep for 1d6 minutes. The Gazier must be fed and cared for daily or it becomes weak and dies after two days of neglect.



Spear Gun (uncommon)

A large, spring-loaded pistol capable of firing any spear up to 48 inches in length.

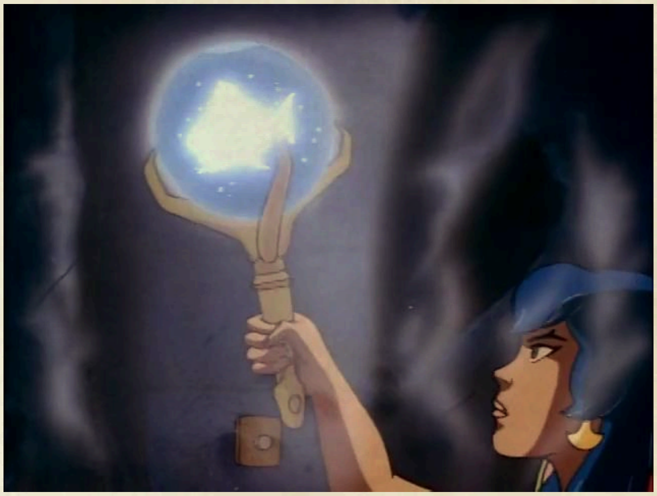


Glowfish

uncommon

Glowfish are small fat fish that emit a piercing flash of light when agitated.

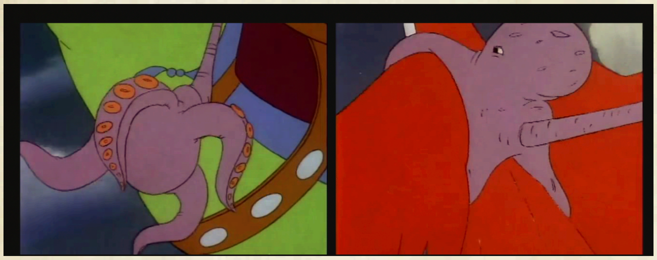
• Special: As an action, you can shake the bowl containing the glowfish, causing it to emit a bright flash of light. All creatures within 30 feet who can see the flash must make a DC 14 Constitution saving throw or be blinded for 1d4 minutes. The glowfish can be used once per day.



Octupucker (rare)

Octupuckers are small octopus-like creatures used to disable and capture opponents.

• Special: As an action, you can throw an octupucker up to 30 feet. On a hit, the octupucker attaches to the target and causes paralysis for 1d6 minutes. The target also takes 1d4 poison damage per minute while attached. The octupucker can be removed with a DC 15 Strength check.



Sea Sucker (rare)

Sea Suckers are large creatures used in combat, typically shot from catapults.

- Special: As an action, you can throw or launch a sea sucker up to 60 feet. On a hit, it attaches to the target and emits a strong acidic substance, dealing 2d10 acid damage per round until removed. The sea sucker can be removed with a DC 18 Strength check.

SHIPS

To facilitate ship-to-ship combat in Dungeons & Dragons, we will use a streamlined system that integrates with existing D&D mechanics while allowing each player to contribute meaningfully through specific roles on the ship. These rules include ship statistics, actions for different roles on the ship, and examples of ship stats from the classical, medieval, and Renaissance worlds, plus ships from Mer. :

Ship Statistics

Each ship has the following statistics:

- Hull Points (HP): The ship's health.
- Armor Class (AC): How hard it is to hit the ship.
- Speed: How far the ship can move per round.
- Crew: The maximum number of crew
- Weaponry: The types and numbers of weapons mounted on the ship.
- Cargo Capacity: The amount of cargo the ship can carry.
- Sails: Determines the ship's maneuverability and speed.
- Special Features: Unique traits or abilities the ship may have.

Ship Stats

Classical Era Ships

Trireme

- Hull Points: 120
- Armor Class: 14
- Speed: 50 feet per round
- Crew: 170 (rowers and fighters)
- Weaponry: 2 ballistae (range 120/480, damage 3d10 piercing)
- Cargo Capacity: 20 tons
- Sails: Standard
- Special Features: Ram (bonus damage when ramming another ship)

Bireme

- Hull Points: 100
- Armor Class: 13
- Speed: 60 feet per round
- Crew: 80 (rowers and fighters)
- Weaponry: 1 ballista (range 120/480, damage 3d10 piercing)
- Cargo Capacity: 15 tons

- Sails: Standard
- Special Features: Agile (advantage on maneuvering checks) Medieval Era Ships

Cog

- Hull Points: 150
- Armor Class: 15
- Speed: 40 feet per round
- Crew: 20 (sailors and fighters)
- Weaponry: 2 ballistae, 4 arbalests (range 80/320, damage 2d10 piercing)
- Cargo Capacity: 100 tons
- Sails: Heavy
- Special Features: Reinforced Hull (resistance to non-magical damage)

Longship

- Hull Points: 120
- Armor Class: 14
- Speed: 60 feet per round
- Crew: 60 (rowers and fighters)
- Weaponry: 2 ballistae (range 120/480, damage 3d10 piercing)
- Cargo Capacity: 20 tons
- Sails: Standard
- Special Features: Speed Burst (can double speed for 1 round, once per short rest)

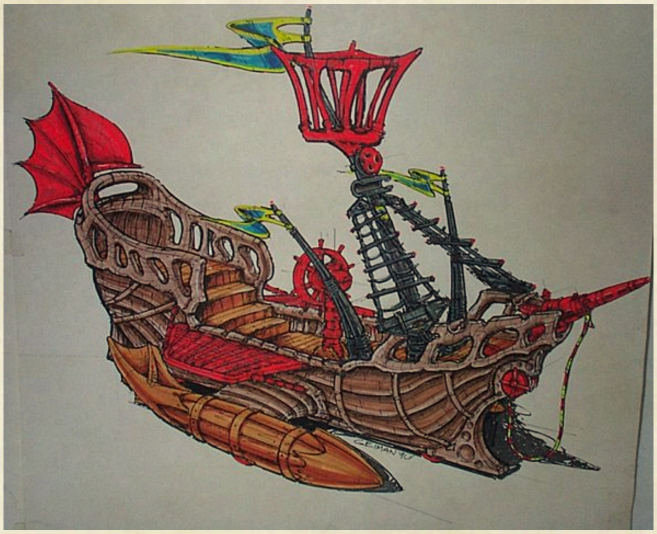
RENAISSANCE ERA SHIPS

Caravel

- Hull Points: 180
- Armor Class: 16
- Speed: 50 feet per round
- Crew: 30 (sailors and fighters)
- Weaponry: 4 cannons (range 600/2400, damage 8d10 bludgeoning)
- Cargo Capacity: 80 tons
- Sails: Standard
- Special Features: Maneuverable (advantage on Dexterity saving throws)

Galleon

- Hull Points: 350
- Armor Class: 18
- Speed: 40 feet per round
- Crew: 150 (sailors and fighters)
- Weaponry: 20 cannons (range 600/2400, damage 8d10 bludgeoning), 4 ballistae
- Cargo Capacity: 300 tons
- Sails: Heavy
- Special Features: Broadside (can fire all cannons on one side as a single action)



Carrack

- Hull Points: 300
- Armor Class: 17
- Speed: 45 feet per round
- Crew: 100 (sailors and fighters)
- Weaponry: 10 cannons, 2 ballistae
- Cargo Capacity: 250 tons
- Sails: Heavy
- Special Features: Sturdy (advantage on Constitution saving throws)

Schooner

- Hull Points: 200
- Armor Class: 15
- Speed: 60 feet per round
- Crew: 25 (sailors and fighters)
- Weaponry: 2 cannons, 4 swivel guns (range 300/1200, damage 4d10 piercing)
- Cargo Capacity: 50 tons
- Sails: Standard
- Special Features: Evasive (can use reaction to impose disadvantage on one attack against the ship)

Brigantine

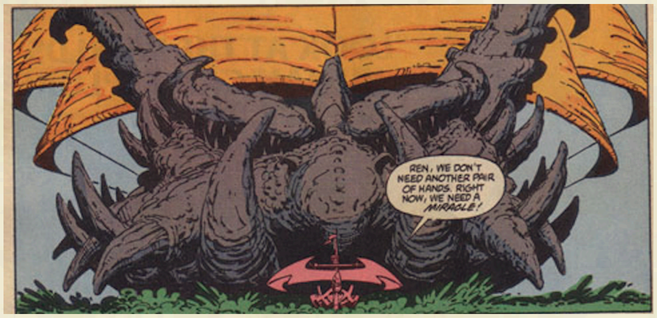
- Hull Points: 250
- Armor Class: 16
- Speed: 55 feet per round
- Crew: 40 (sailors and fighters)
- Weaponry: 8 cannons, 2 ballistae
- Cargo Capacity: 100 tons
- Sails: Standard
- Special Features: Fast Reload (can reload weapons as a bonus action)

Junk

- Hull Points: 220
- Armor Class: 15
- Speed: 45 feet per round
- Crew: 60 (sailors and fighters)
- Weaponry: 6 cannons, 2 ballistae
- Cargo Capacity: 200 tons

- Sails: Heavy
- Special Features: Resilient (can repair 10 HP per short rest)

Galley
- Hull Points: 280
- Armor Class: 17
- Speed: 50 feet per round
- Crew: 120 (rowers and fighters)
- Weaponry: 12 ballistae, 4 arbalests
- Cargo Capacity: 150 tons
- Sails: Standard
- Special Features: Heavy Ram (extra damage when ramming)


REN, WE DON'T NEED ANOTHER PAIR OF HANDS. RIGHT NOW, WE NEED A MIRACLE!

SHIPS OF MER

SEABREEZE CUTTER

Hull Points (HP): 150
Armor Class (AC): 15
Speed: 60 feet per round
Crew: 10
Weaponry: 2 ballistae
Cargo Capacity: 10 tons
Sails: Single mast with large sail
Special Features: Maneuverable: Advantage on Dexterity checks to avoid obstacles.

CORAL SLOOP

Hull Points (HP): 250
Armor Class (AC): 16
Speed: 50 feet per round
Crew: 20
Weaponry: 4 ballistae, 1 catapult
Cargo Capacity: 20 tons
Sails: Dual masts with medium sails
Special Features:
Reinforced Hull: Resistance to piercing damage.

CRAB SHELL BRIGANTINE

Hull Points (HP): 350
Armor Class (AC): 17
Speed: 40 feet per round
Crew: 30
Weaponry: 6 ballistae, 2 catapults
Cargo Capacity: 30 tons
Sails: Dual masts with reinforced sails
Special Features: Crab Shell Armor: Advantage on saving throws against fire damage.

CLAM ARMOR GALLEON

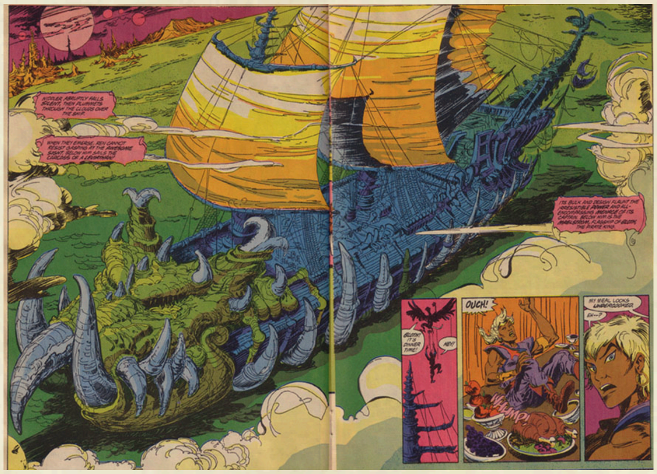
Hull Points (HP): 500
Armor Class (AC): 18
Speed: 30 feet per round
Crew: 50
Weaponry: 8 ballistae, 4 catapults
Cargo Capacity: 50 tons
Sails: Triple masts with heavy sails
Special Features: Toughened Armor: Immunity to poison damage.

DAGRON SCALE FRIGATE

Hull Points (HP): 600
Armor Class (AC): 19
Speed: 35 feet per round
Crew: 70
Weaponry: 10 ballistae, 6 catapults
Cargo Capacity: 70 tons
Sails: Triple masts with advanced sails
Special Features: Magical Resistance: Advantage on saving throws against spells.

LEVIATHAN SCALE MAN-OF-WAR

Hull Points (HP): 800
Armor Class (AC): 20
Speed: 25 feet per round
Crew: 100
Weaponry: 12 ballistae, 8 catapults, 2 trebuchets
Cargo Capacity: 100 tons
Sails: Quad masts with enchanted sails
Special Features: Leviathan's Might: Can cast "Water Breathing" on the entire crew once per day.


NIDDLER ABRUPTLY FALLS SILENT, THEN PLUMMETS THROUGH THE CLOUDS OVER THE SHIP.
WHEN THEY EMERGE, REN CANNOT RESIST GASPING AT THE AWESOME SIGHT. BELOW HIM SAILS THE CARCASS OF A LEVIATHAN!
ITS BULK AND DESIGN FLAUNT THE IRRESISTIBLE POWER AND ALL-ENCOMPASSING MENACE OF ITS CAPTAIN. BELOW HIM IS THE MAELSTROM, FLAGSHIP OF BLOTH, THE PIRATE KING.
BLOTH! IT'S DINNER TIME!
HEY!
OUCH!
WHUMP!
MY MEAL LOOKS UNDERCOOKED.
EH--?

THE WRAITH

This vessel is a mix of 14th-century technology and the ecologically based Merian maritime civilization. It is the swiftest craft on the seas, stolen by Ioz from the everpursuing pirate, Joat. The ship features a dynamic winglike mainsail that can be detached and used as a fourman hang glider.

The Wraith is a character in its own right. Cut from mystical trees on a remote island, the lumber used in its creation maintains its own life-force. At times it may seem to be haunted; at other times it seems to have a mind of its own. Until Ren and the crew decipher the mysterious carvings in the *Wraith's* decking, they are often at the mercy of the boat's capricious spirit.

Hull Points (HP): 400

Armor Class (AC): 20

Speed: 30 feet per round

Crew: 50

Weaponry: 1 ballista

Cargo Capacity: 100 tons

Sails: Dual mast with enchanted sails

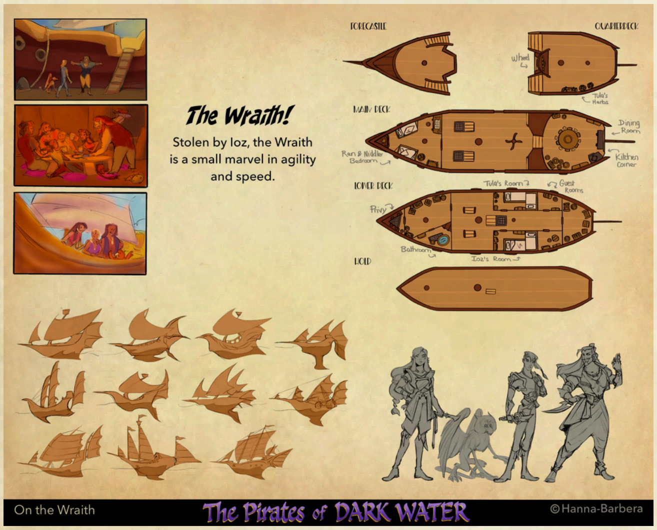
Special Features:

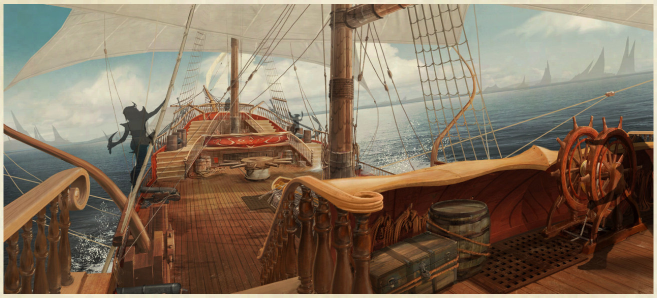
Leviathan's Might: Can cast "Water Breathing" on the entire crew once per day.

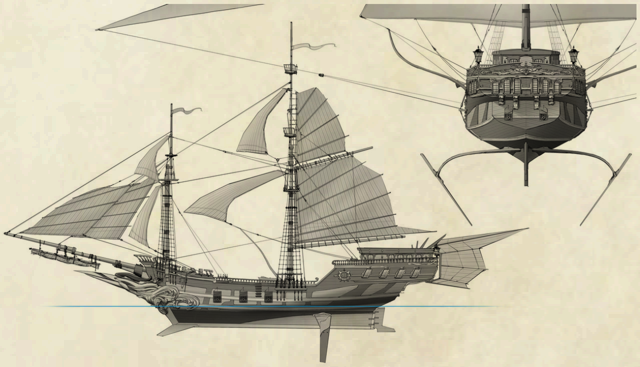
Dynamic Mainsail: The wing-like mainsail can be detached and used as a four-man hang glider.

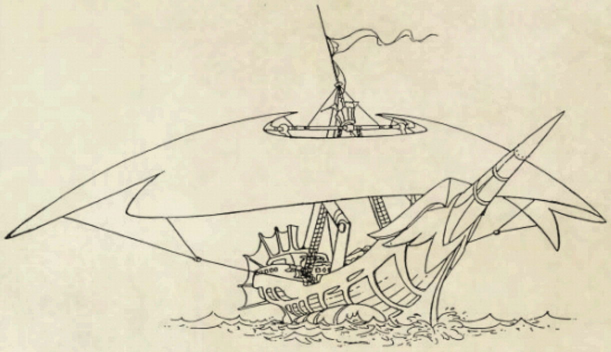
Living Wood: The ship is made from mystical trees that maintain their own life-force, giving the ship a haunted, sentient quality.

Capricious Spirit: The ship sometimes acts on its own, influenced by mysterious carvings in the decking that have yet to be deciphered by the crew.


The Wraith!
Stolen by Ioz, the Wraith is a small marvel in agility and speed.
FORECASTLE
QUARTERDECK
Wheel
Tula's Herbs
MAIN DECK
Dining Room
Ren & Niddler Bedroom
Kitchen Corner
LOWER DECK
Tula's Room
Guest Rooms
Privy
Bathroom
Ioz's Room
HOLD
On the Wraith
The Pirates of DARK WATER
©Hanna-Barbera







THE MAELSTROM

This colossal warship is the latest in Merian destructive technology. It is built from bleached leviathan carcasses and resembles a gargantuan floating fossil. The masts are visible as the skeletal remains of a giant creature's vertebrae. Massive rib cages serve as jail pens and holding cells below the immense deck.

Below the *Maelstrom's* main deck sits a labyrinth of passageways, sewer lines, holding cells and slave quarters. An entire subculture exists within the bowels of this monstrous vessel.

A small armada can be released for ship-to-shore activity and for negotiating waterways where the Maelstrom cannot go.

Like a modern aircraft carrier, the Maelstrom is equipped with air-power in the form of dagrons (see the DAGRON statblock for details)–dragon-like creatures trained as mounts.

In the heart of this death vessel dwells the dreaded constrictus (see the CONSTRICTUS statblock for details).

Length: 600 yards

Width: 150 yards

Hull Points (HP): 2500

Armor Class (AC): 22

Speed: 20 feet per round (sea), 350 feet per minute (airborne with strong wind)

Crew: 500

Weaponry:

1000 ballistae (500 per side)

10 light catapults (each fires once)

6 heavy catapults (each fires three times)

Cargo Capacity: 500 tons

Sails: Skeletal remains of a giant creature's vertebrae, can be set horizontally for gliding.

Special Features:

Leviathan Carcass Construction: Immune to most normal, magical, or Dark Water-based attacks.

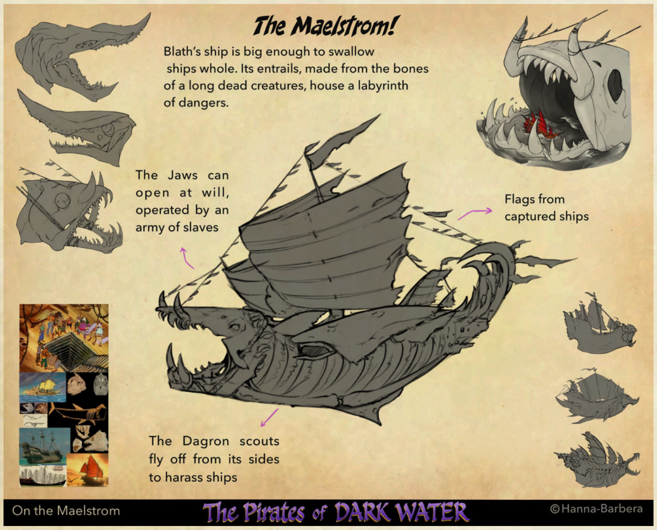
Dagrons: 14 dragon-like creatures trained as mounts.

Constrictus: Dwells in the heart of the ship (see CONSTRICTUS creature sheet for details).

Jail Pens and Holding Cells: Massive rib cages serve as containment areas.

Subculture: A labyrinth of passageways, sewer lines, and slave quarters exists below the main deck.

Small Armada: Houses a number of schooners and smaller ocean-going scout crafts. Airborne Capability: Can glide at speeds of up to 350 feet per minute with strong wind.



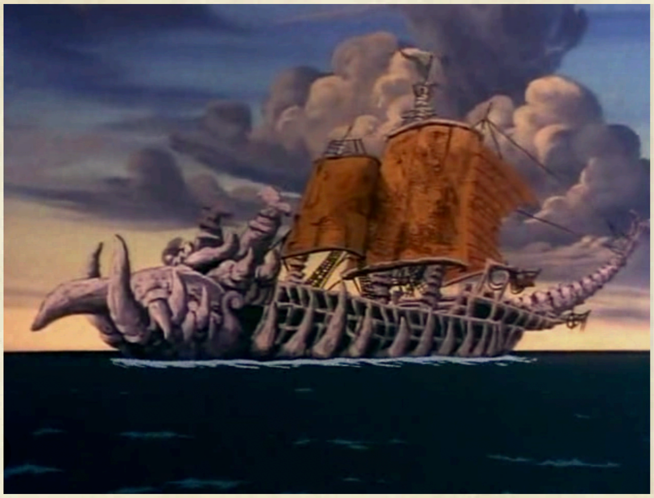
The Maelstrom!

Blath's ship is big enough to swallow ships whole. Its entrails, made from the bones of a long dead creatures, house a labyrinth of dangers.

The Jaws can open at will, operated by an army of slaves

Flags from captured ships

The Dagron scouts fly off from its sides to harass ships



RULES FOR SHIP COMBAT

Crew Roles and Actions

Each player can take on a specific role during ship-to-ship combat, allowing them to use specific role-based actions to contribute effectively.

Captain

- Role: Command the ship, make strategic decisions.
- Actions:

o Command (Bonus Action): Grant advantage on the next attack roll or skill check made by a crew member.

o Inspire (Action): Use your action to give all allies within 60 feet temporary hit points equal to your Charisma modifier + your level.

o Tactical Maneuver (Action): Make a Charisma (Intimidation) or Wisdom (Survival) check to outmaneuver an enemy ship, granting advantage on the ship's next maneuver or attack.

Navigator

- Role: Steer the ship, plot courses.
- Actions:

o Plot Course (Action): Make a Wisdom (Survival) or Intelligence (Navigation Tools) check to gain advantage on the next maneuvering check.

o Weather Sense (Action): Make a Wisdom (Nature) check to predict or influence the weather, providing benefits or hindrances to both ships.

o Adjust Sails (Bonus Action): Increase the ship's speed by 10 feet for 1 round.

Cannoneer

- Role: Operate the ship's weaponry.
- Actions:

o Fire Cannons (Action): Make attack rolls with the ship's weaponry.

o Quick Reload (Bonus Action): Reload a cannon or ballista faster, allowing it to be fired again sooner.

o Aimed Shot (Action): Make a targeted attack against a specific part of the enemy ship (e.g., sails, helm) with disadvantage. On a hit, cause additional effects (e.g., reduced speed, disadvantage on maneuvering).

Engineer

- Role: Repair and maintain the ship.
- Actions:

o Repair (Action): Make an Intelligence (Tinker's Tools) or Dexterity (Carpenter's Tools) check to restore 1d10 HP to the ship.

o Fortify (Action): Reinforce a section of the ship, increasing its AC by 2 for 1 round.

o Emergency Patch (Bonus Action): Make a quick fix to stop immediate damage, granting temporary HP to the ship equal to your proficiency bonus.

Lookout

- Role: Spot enemy ships, hazards, and opportunities.
- Actions:

o Spot (Action): Make a Wisdom (Perception) check to spot enemy ships or hazards, providing advantage on the ship's next attack or maneuver.

o Signal (Bonus Action): Use signals to coordinate with allies, granting advantage on their next action.

o Identify Weakness (Action): Make an Intelligence (Investigation) check to find weak points in the enemy ship, granting advantage on attacks against it for 1 round.

Ship-to-Ship Combat Round

1. Initiative: Determine initiative order for ships and individual players as usual.
2. Captain's Command: The captain can use their Command action.
3. Player Actions: Each player takes their turn, performing actions based on their role.
4. Ship Actions: The ship can take its action (Move, Fire Weaponry, Maneuver) based on the decisions of the crew.
5. Enemy Ship Actions: Resolve enemy ship actions.
6. Repeat: Continue the round sequence until one ship is defeated or disengages.

Example Combat Scenario

Setup:

- A Sloop encounters a Galleon in open waters. The Sloop has a crew of 10, including a captain, navigator, cannoneers, an engineer, and a lookout.

Round 1:

1. Initiative: The Sloop wins initiative.
2. Captain's Command: The captain uses Command to grant advantage to the cannoneers' attack rolls.
3. Player Actions:

o Navigator: Uses Plot Course to gain advantage on the next maneuvering check.

o Cannoneers: Fire the ballistae at the Galleon, with advantage from the captain's command.

o Engineer: Prepares to repair any incoming damage.

o Lookout: Uses Spot to detect any weak points on the Galleon, granting advantage on the next attack.

4. Ship Actions: The Sloop moves closer to the Galleon to get within optimal firing range.
5. Enemy Ship Actions: The Galleon fires its cannons at the Sloop, hitting and causing significant damage.

Round 2:

1. Captain's Command: The captain uses Inspire to boost the crew's morale, granting temporary hit points.
2. Player Actions:

o Navigator: Makes a successful maneuvering check to position the Sloop advantageously.

o Cannoneers: Reload and fire the ballistae again, this time targeting the Galleon's sails.

o Engineer: Uses Repair to restore some of the damage taken.

o Lookout: Spots a boarding opportunity, signaling to the crew.

3. Ship Actions: The Sloop prepares for a boarding maneuver.
4. Enemy Ship Actions: The Galleon attempts to ram the Sloop but misses due to the Sloop's successful maneuver.

Continue the combat rounds until the outcome is determined.

Artifacts of Mer

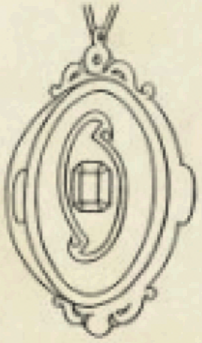
MAGIC HAS LONG BEEN A FORCE TO BE reckoned with on the World of Mer. In the trained hands of an Ecomancer, magic may change the course of the world.

Compass of Location

Wondrous item, Very Rare (requires attunement)

This mystical compass is attuned to the Treasures of Rule and helps its bearer locate them.

- Treasure Detection: The compass emits a thin, piercing blue light towards any Treasure of Rule within 500 miles. Once within this range, it points to the most direct route to the Treasure.
- Limitations: The compass does not warn of any dangers or obstacles along the path.

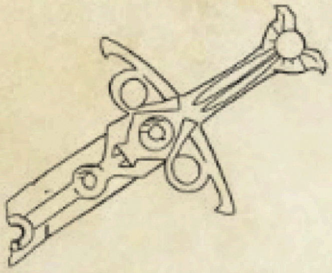


Sword of Primus

Weapon (longsword), Legendary (requires attunement)

This ancient and powerful sword was once wielded by Primus in his battle against the Dark Dweller. Though broken, it retains significant magical properties.

- Damage: +3 to attack and damage rolls.
- Additional Damage: The sword bestows an additional 1d20 to the attack's damage against Dark Water, Dark Disciples, or the Dark Dweller.
- Magic Resistance: The bearer gains advantage on resisting spells and spell-like effects.
- Dark Water Immunity: The bearer is immune to the effects of Dark Water for 1d6 minutes, once per day.



Feryx Lance

Weapon (lance), Very Rare (requires attunement)

This 16-inch lance, made from the bones of a Feryx, is a powerful weapon against these creatures. • Damage: 3d10 piercing damage when used against a Feryx. • Stekka Breath Protection: The bearer is completely protected against Stekka Breath three times per day.

Treasures of Rule

Wondrous Items, Legendary (requires attunement)

The Thirteen Treasures of Rule are the most powerful items on Mer, capable of curing the land of Dark Water when combined. Each Treasure possesses unique powers, which are enhanced when used together.

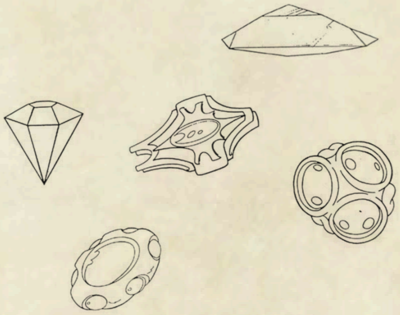
1. Force Beam: Emits a force beam that inflicts 1d10 force damage to any single opponent within 100 feet.
2. Healing: The bearer can heal 1d4 hit points of any creature once per day.
3. Magic Skill Enhancement: Bestows 5 points to the bearer's Arcana skill.
4. Dark Water Immunity: The bearer is immune to Dark Water for 10 minutes.
5. Dark Water Repulsion: Repels Dark Water within a 100-yard radius.
6. Restoration: Restores life to land destroyed by Dark Water within a 100-yard radius.
7. Repel Dark Dweller: Repels the Dark Dweller for 1d10 minutes.

Combining Treasures:

- Each Treasure's power is doubled when another Treasure is in the bearer's possession.
- Example: With Treasures 1 and 2, the force beam inflicts 2d10 damage and the healing ability restores 2d4 hit points per day.

Notes:

- Attunement: Each item requires attunement, but each treasure only counts as a single attunement when combined.



THE LANDS OF MER

THE FOLLOWING SECTION GIVES A DETAILED description of the island continents of Mer and their inhabitants. In addition to detailing the lands, a number of "mini quests" are included to enable your players to quest for the first seven Treasures of Rule.

In some instances, common sense needs to be applied when your players are questing in a special area or when searching for the Treasures of Rule. For example, if the characters cleanse an area covered with Dark Water, it is up to the DM to remember that this action has taken place and that this area's description is appropriately changed the next time it is visited. Another example is if a pre-set character is encountered. If he is killed or driven off, the DM must keep track of this so that the character is not encountered again.

HISTORY OF MER

As told by Shalimar Essper

Mer, the world of my birth, is a vast, ever-changing planet with an abundance of inhuman creatures, unexplored lands and a vague, almost non-existent history. However, to ensure that our children do not forget their heritage, my family, the Esspers, has been given the titanous task of recording events which have taken and are taking place throughout Mer.

Now, a little of my history to help explain why I and my kindred were considered qualified for this auspicious task. I come from a lineage of telepaths that can only telepathize amongst our kin. Therefore, all Esspers, save my Granduncle Zeffer, whose constitution is too weak to allow travel, are dispersed over the Twenty Seas.

Seeing as our telepathy is unrestricted by distance, all information gathered is relayed to Granduncle Zeffer, who is on our small island, where he records it in the Book of Records. Most people we have talked to in our vast travels have a common question: "Doesn't being away from your family take its toll on you?" All I can say is that we are in constant, telepathic contact, and no matter the distance, we are only a thought away. This job of mine is the most rewarding job on Mer.

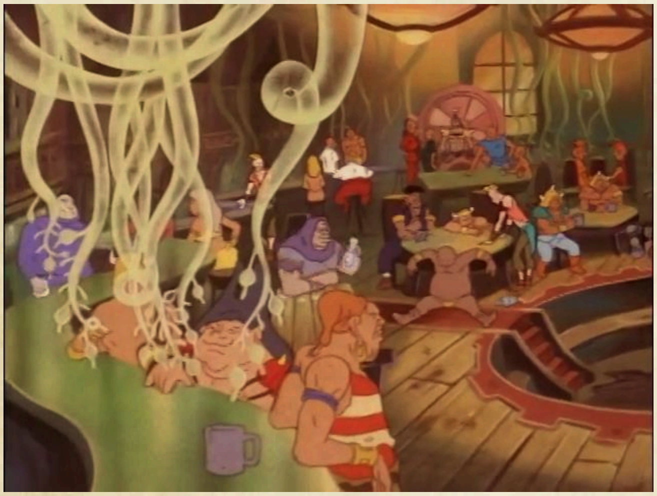
However, I envy my forefathers, as they spent vast amounts of time with the Kings of Octopon, the true rulers of Mer. I, on the other hand, have only been in contact with Ren, son of King Primus, for a brief period, as he embarked on the quest for the Thirteen Treasures of Rule. After all, I couldn't go with him. His travels are arduous and history-making, but, although my intellect is great, I was not meant to be a swashbuckler. However, whenever Ren returns to Octopon, I am contacted and told about the events in which he has partaken. Lastly, I, the youngest of the Esspers, have been assigned yet another prestigious job—to tell in my own words to you, the apprentice scholars of Merian history, the events of Mer. Anyway, enough about my personal life. This tome is to help you better understand the workings of Mer and how all of the eclectic events throughout this magnificent world are inter-connected.

Mer, predominantly water-covered, is a two-mooned world with an abundance of unexplored island continents. For centuries, these islands were just a blur in the minds of early Merians, and in some ways, things have not changed. To this day, over 60% of Mer's population is jammed into its four major cities, where most individuals live their entire life. Although the population is not spread out, even a cursory look at the maps of Mer tells you that there is still an abundance of unexplored territories, and the vast open spaces that King Primus termed "the tyranny of distance" only accentuates the sheer overpowering extent of Mer.

Mer is in constant flux, with land masses being randomly created and destroyed. Although many continents have existed for thousands of years, many are born, live and are destroyed almost over-night. In addition to constantly changing the appearance of this planet, this flux causes wide climactic variations. While a monsoon drenches the southern coast of Octopon, snow falls on the Merigol Mountains just a few leagues to its north. However, despite these extremes, the climate where most of Mer's population dwell is mainly tropical, with few, if any, seasonal differences.

To the eye, Mer's landscape looks rugged and inhospitable, yet with a sprinkling of rain, the land blooms with hundreds of varieties of wildflowers, and just behind jagged cliffs lay forests of indescribable beauty. Most of Mer's culture and beliefs evolved from the land. Merians learned to survive in even the harshest conditions by becoming one with nature. Early civilizations lived along the shores were food was plentiful and often island-hopped in large bamboo rafts. They hunted and foraged in small communities and became highly adept at survival and developed sophisticated ways of living with the land. As time went on, and the small communities began to grow, a brave few set out to explore the unknown wilds of Mer.

However, due to its ever-changing appearance, creating a useable map of Mer was all but impossible. Most expeditions failed to return home. Finally, after years of exploration, a number of land masses appeared constant, and maps were created based on those lands. At this time, entire communities moved as one in the hopes of finding a more prosperous land. These communities are the forebears of the city-state culture that today exists on Mer.



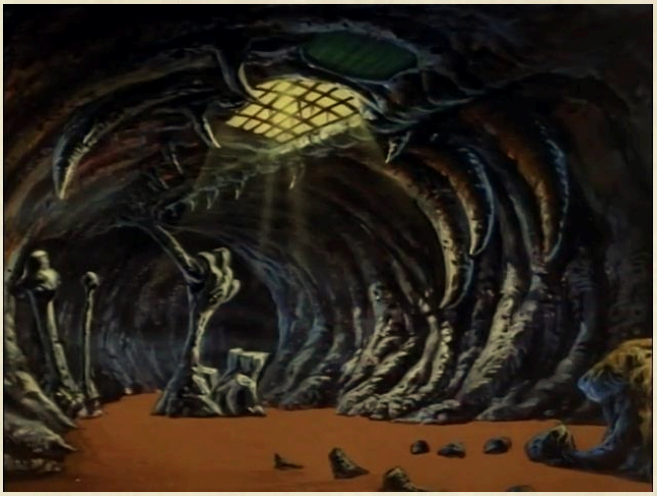
Since their earliest days, the city-states have arrived at informal agreements when it suited them, with trade and profit usually being the common factors which overcame the rivalries that were always just below the surface. Even though each city-state had its own priorities and worries, there was a growing realization that this selfseeking system could not continue to exist. With piracy running rampant, it became necessary to form some sort of federation between cultures to insure that commerce could freely continue. After years of negotiation, a Trade Federation was established between Mer's four major cities. Although this agreement was heralded as an end to piracy, it had little to no effect on it. As before, each city-state only protected itself, and as soon as a ship left its waters, it was fair game for all. Over time, the treaty was all but forgotten, with each city-state becoming more and more isolated from the others. Today, each city-state has its own culture, people, and laws, and unless visitors know in advance about a specific culture, those visitors are considered outsiders and treated as such.

Perhaps I have gotten ahead of myself. Although this is pertinent information, I believe that there is an even more important story to be told: the slow death of Mer. From the beginning of time, the Thirteen Treasures of Rule have sealed the heart of our planet. The Treasures, imbedded in a reef far below the sea beneath Octopon itself, have emanated a collective power, nourishing the entire planet with a harmonious life-force.

Then, one day, years ago, the mystical stones were pried loose by a violent and unknown power. They were scattered far and wide in a furious storm of upheaval. From that day forward, the planet headed on a course of slow, degenerative destruction.

The crippling, which at first appeared only spiritually and emotionally, soon took living form in the substance which has become known as Dark Water. This substance oozed slowly, perversely, from the fissure where the Treasures were ripped from the bowels of the earth.

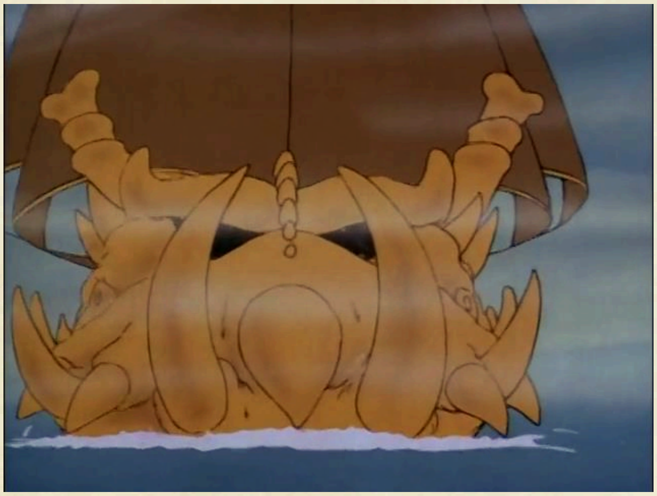
In the early years there were wild tales of a capricious, driving shape that moved across the watery planet, devouring anything unlucky enough to land in its path. Then, slowly, there were more and more sightings of the Dark Water, always moving, consuming and leaving nothing but loss and despair in its powerful wake. The vastness of all that is evil had taken a form... become tangible....It was the Dark Water.



When King Primus, a past ruler of Octopon, saw what was happening to his world, he left his infant son, Ren, in the care of a lighthouse keeper, and set out with his royal fleet on a quest for the Treasures of Rule, the only things able to save his kingdom.

One day, word returned to Octopon that Primus had located seven of the Thirteen Treasures, but then he had been attacked by pirates under the direction of a grotesque giant named Bloth. Whatever hope the Treasures had for Primus and Octopon, the Pirate Lord saw them only as a chance to master the evil power of Dark Water and use this control to extort al of Mer.

Under siege, Primus dispersed the seven found Treasures among his most trusted captains and ordered them to flee in different directions in order to successfully hide the Treasure. Unfortunately, Primus himself was not so lucky and was captured and held aboard Bloth's great ship, the *Maelstrom*.



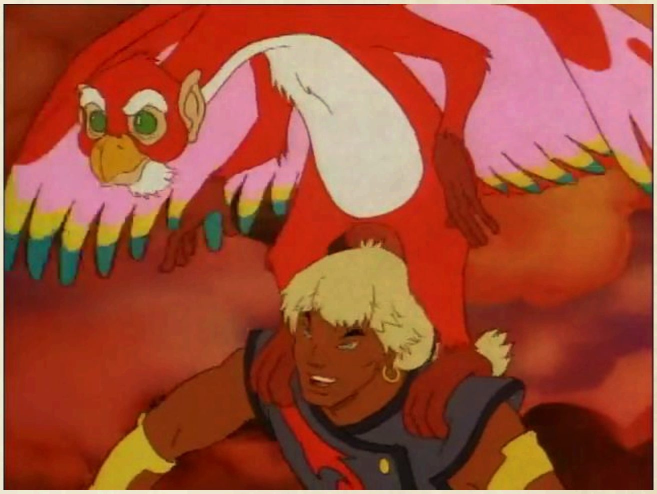
As all this was taking place, Ren was living the simple life of a lighthouse keeper, being totally unaware of his true heritage. That is, until one fateful night when he risked his life to pull a drowning man from a storm-tossed sea. The old man Ren saved was Primus, long-lost King of Octopon...and Ren's father! The words issued from Primus's dying lips told of his escape from Bloth and illuminated the youth's true destiny—Ren must return Mer to its former glory by completing the quest for the fabled Thirteen Treasure of Rule. With this mantle of destiny passed, Primus died in his son's arms and was washed out to see in a violent wave.

Then, just hours later, in the glow of a fire, Jenna, the lighthouse keeper and guardian of Ren, unwrapped a strange half-sword and gave it to Ren. The sword belonged to his father, and Jenna was instructed to give it to Ren if Primus should ever fail to return from his quest for the Thirteen Treasures.

Ren will not learn the truth about this strange weapon until he has fulfilled his destiny by locating the seven treasures scattered by Primus' royal captains, and continues the search for the remaining six treasures.

Ren's adventure began only moments after he learned of his destiny. Bloth saw Ren rescue his escaped prisoner, Primus, and sent Niddler, a monkey bird, to capture the youth in the hopes of finding out any information that Ren may have learned from the old King.

Niddler grabbed Ren and deposited him ion the deck of the Maelstrom. It was here that Ren first met his father's captor, Bloth. When the pirate learned that Ren was to continue his father's quest, and in so doing, stand in Bloth's way towards gathering the Thirteen Treasures, he attempted to kill Ren.



Fortunately, Niddler's running hatred of his cruel master caused the monkey bird to turn on Bloth. Ren took advantage of the situation by striking a bargain for Niddler's help, which Niddler quickly agreed to. The new alliance guaranteed Ren's escape. Ren's first stop in his new-found quest was to seek out Alomar, his father's spiritual guide and keeper of the compass, a magical item able to locate each of the Treasures. At the Abbey of the Gallows, Ren learned the first lesson of his incredible journey towards enlightenment and the salvation of his world, "things are often not what they appear." Alomar turned out to be a powerful, gigantic reptilian creature, not at all the mystical priest-like image Ren had anticipated. Acquiring the compass, Ren and Niddler next searched for a craft to take them on their quest. At a seaside tavern, they befriended a mercenary fortune hunter, Ioz, who promised to find them a boat for a cut of the fortunes they sought.

Unbeknownst to Ren, Ioz then stole the fastest vessel in the harbor, the Wraith, and it was not until they were being chased out to sea that Ren realize the kind of friend he had made in Ioz.

Although Ren did not completely trust this mercenary, Ioz took a liking to Ren and saw the youth's noble quest as something he would never take on himself, but none the less, didn't mind being a part of... for a cut of the treasure, of course.

Tula, a strong and beautiful girl, was at the tavern where Ren and Ioz became quest mates and overheard their plan to sail for treasure. She stowed away aboard the stolen Wraith. Once discovered, she quickly proved her mettle and knowledge of the sea and was accepted as one of the team.

So, this ragtag band of heroes, Ren, Niddler, Ioz, and Tula, took to the high seas to face blood-thirsty beasts, the black hearted pirate Lord, Bloth and the dreaded substance Dark Water.

The mystical compass Ren now wears about his neck emanates an ethereal blue light which shows them the way to the nearest of the Thirteen Treasures, but whoever gains the treasures first, the heroes or Bloth's band of cutthroats, embraces the power to chart their own destiny and set the course of the watery planet for ages to come.

Now, as the hour grows late, I end my story, leaving it up to you to determine its final ending. But before I bid you farewell, I leave you with a detailed listing of Mer's most famous heroes and the shapers of its destinies.

ANDORUS

CLIMATE: Tropical

POPULATION: None (100% human, when restored)

TREASURE OF RULE: Yes (special, see following)

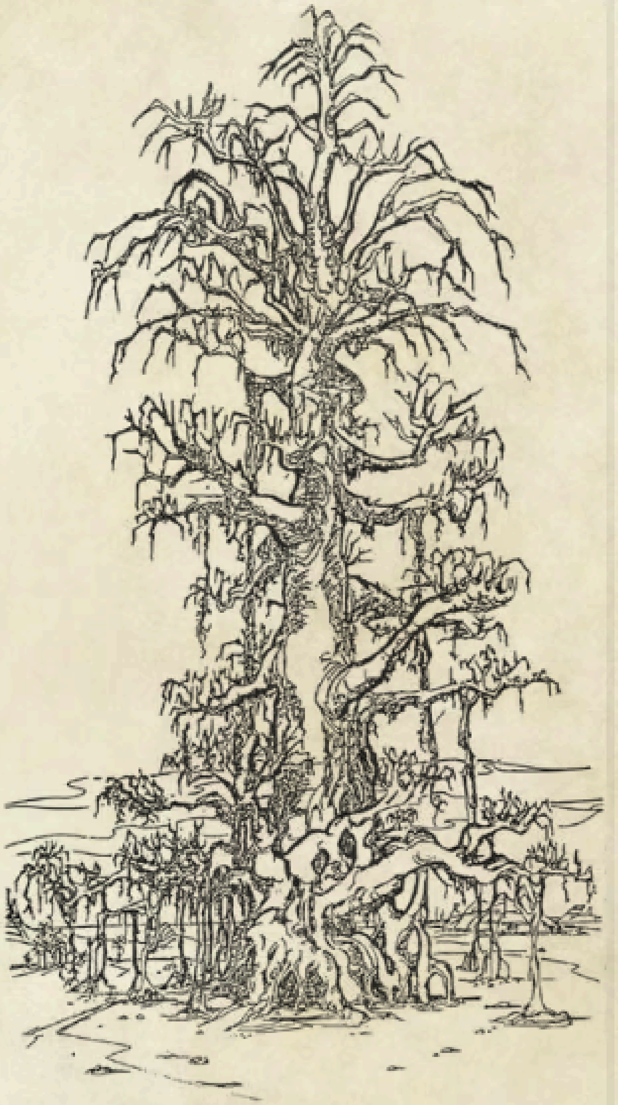
HISTORY

Andorus is the original home of all Ecomancers, the only known magic users of Mer. Although all Andorians have the ability to use ecomantic magic, the power of such magic varies from individual to individual. Also, due to the dispersion of the Andorian people, the Andorian race has intermingled with other Merian races, thus spreading ecomantic powers throughout Mer's many cultures.

For hundreds of years, Andorus thrived under the guardianship of the Viva Tree, a huge, fifteen-story tree whose roots stretched from shore to shore across Andorus.

This tree was the main source of ecomantic magic, the center of all Andorian life and furnished all physical and mental sustenance for the entire Andorian race. Andorian legend states that the island itself is nothing more than a layer of earth covering the massive root system of the mighty tree. In fact, this is not far from the truth, as the Viva Tree is a highly magical entity that is one with the land and which shares its very essence.

When Dark Water pervaded Mer, it denuded Andorus of all flora and most of its fauna, with only a few hundred ecomancers escaping what has come to be known as the Great Wave of Black Death. Even the mighty Viva Tree could not withstand the Wave's onslaught and placed itself in stasis until it could find sufficient power to be reborn.



GEOGRAPHY

Andorus was a beautiful island, with crystal-clear water, lush foliage, rolling hills, and a city with a population of well over two thousand. However, on the fateful day of the Great Wave of Black Death, the Viva Tree, in an effort to escape the fate of Dark Water, removed its presence from the land. Now, all that is left of Andorus is the skeletal remains of the once great tree, a barren land covered with stagnant pools of Dark Water and a deserted, ruined city.

THE VIVA TREE

Any ecomancer who comes within 150' of the base of the Viva Tree senses a great dormant power coming from deep within it, and, if the ecomancer comes within 5' of the tree, a man-sized hollow appears in its base. If a non-ecomancer enters this hollow, he immediately suffers 5D10 psychic damage (no save) and continues to do so for each minute he remains within the tree.

However, if an ecomancer enters, hundreds of moss-like tendrils grow out of the Tree, wrapping themselves around his head, thus sharing its knowledge with him and causing him to become one with the Tree. When this occurs, the ecomancer is told of the day Andorus was destroyed, how to restore it to its former glory and where the second Treasure of Rule is hidden.

The Viva Tree explains to him that its essence is weak, and the only gift that can restore it is ecomantic essence. (DM NOTE: The ecomancer must give 1 full level, and they must already be 5th level or higher.)

If the magic is shared with the Tree, small green buds immediately begin to appear on it, small colorful butterflies begin to flutter about and the water becomes noticeable cleaner. After 20 minutes, birds begin to sing and bushes and flowers appear and begin to bloom. After two weeks, the land that was once as barren as a viper pit, is now alive with color and beauty, as it was before the disease of Dark Water struck.

If the ecomancer doesn't have the sufficient magic to give the Viva Tree, it bids that he return on a future date when he is more powerful. Whether he agrees or not, the Viva Tree reveals that the second Treasure of Rule is under the Viva Tree itself. It also states that it has been using its power to hide the treasure from those it deems unworthy, and that is why even Ren's compass did not point to its exact whereabouts. Lastly, it reveals that the Treasure may only be "unlocked" if Primus' Sword is present.

ANDORUS RESTORED

Once the magic has been bestowed upon the Viva Tree and two weeks of healing time has passed, Andorus starts with life anew. The Viva Tree regains its former glory.

Due to the mystic might of the Tree, all Ecomancers of 4th level or higher sense its rebirth and have a strong urge to come and seek the Tree's tutelage. This urge is not a command, and, at the start, may be ignored. However, for each week of game time that passes, the character has a cumulative 5% chance that he must return and commune with the Tree. This urge is referred to as "the Calling."

MIRAGON

CLIMATE: Tropical
POPULATION: 1 human
TREASURE OF RULE: Yes

HISTORY

Miragon is a virtually uninhabited island that is rarely visited. It is a relatively young land, being pushed upward from the ocean's bowels only 167 years ago. Due to its inhospitable terrain, no other historical information about Miragon is available.

GEOGRAPHY

Miragon is a swampy island completely surrounded by 150'-high cliffs, and, therefore, it is only accessible by scaling the cliffs. Only those individuals who have the Mountaineering Skill of 6 or more have a chance to scale the cliffs. However, due to the turbulent swells of the ocean and the wet sheer cliffs, climbing attempts have disadvantage.

Those who fall into the sea must make a DC 25 Swimming check to survive. This is due to the turbulent waters which hinder all swimmers.

Once the cliffs are overcome, a desolate, swampy island comes into view, and, except for an occasional palm tree and a single, spiral cliff, the island appears to be nothing more than mud. Only 10% of Miragon's mass is solid, and what little topography exists seems only to distribute the water-flow into streams, inlets and ponds. Due to the knee-deep mud, travel on Miragon is difficult by foot, and all movement should be reduced by 75%. Movement by shallow boat is the most efficient mode of transportation throughout most of this dismal land.

BLAST TUNNELS

These naturally formed tunnels or tubes are formed in a way that forces air through one side, thus enhancing the speed by 1 to 10 times of anything that enters from the windward side, depending on the size of the propelled object and its wind-catching abilities.

There is a 30% chance per 10 minutes that a sufficiently large tunnel is found for a ship to go through. However, upon entering a blast tunnel, there is a 70% chance that the ship's hull sustains 3D12 points of damage due to the turbulent waters within.

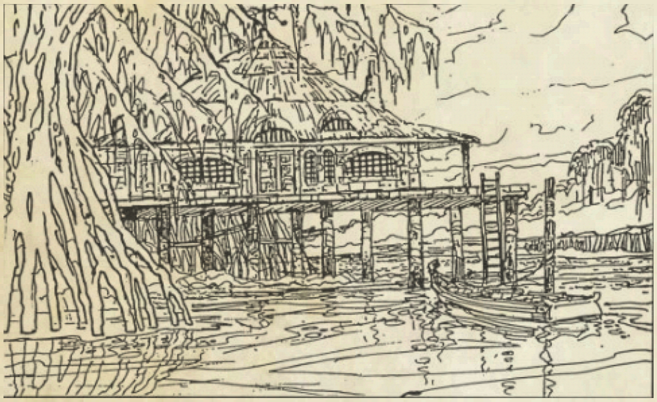
Anyone attempting to swim through a blast tunnel must succeeed at a DC 20 Swim check, or he is swept underwater and battered against the rocks, sustaining 2d12 bludgeoning damage per minute spent in the water. This is due to the tremendous undertow and current which hinder all swimmers.

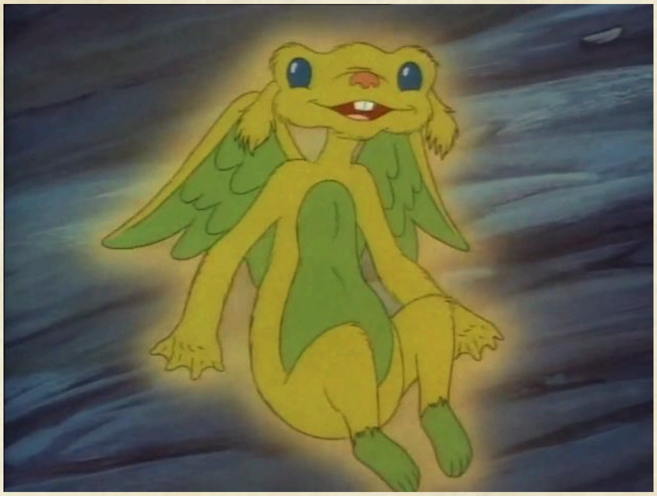
Once through a tunnel, a vessel or individual is hailed by a small gnome-like man, who introduces himself as "Slaggon, the Bio-Transmuter." He explains that he greats all visitors to his island personally, as he is immediately warned of their presence by his pet Hawk Knife (see the HAWK KNIFE statblock for details). He goes on to say that he leads a hermit's life, studying and practicing his transmutations. If asked about his work, he explains that he creates new life-forms by combining the life essence of existing creatures but does not go into detail.

If asked about the Treasures of Rule, Slaggon informs his guests that there is an incredibly powerful magic item at the top of what he calls "the Spire," but he doesn't know what the item is. He then explains that the item is guarded by numerous Sand Crabs (see the GALLQUIN statblocks for details) and that only he can tell them how to safely retrieve the item. If the characters are interested, Slaggon asks them for a donation of 250 gold pieces to share his information. Whether his offer is accepted or not, Slaggon seems to break down for the good of his new-found friends. He then explains that the only way that the magic item can be obtained, and the Gallquins driven away, is by using a Loaq plant. In actuality, this is a lie, as Slaggon only wants the flower to use in one of his insidious transmutations. He then asks the characters to return to his hut in order to give them a means of finding the flower.

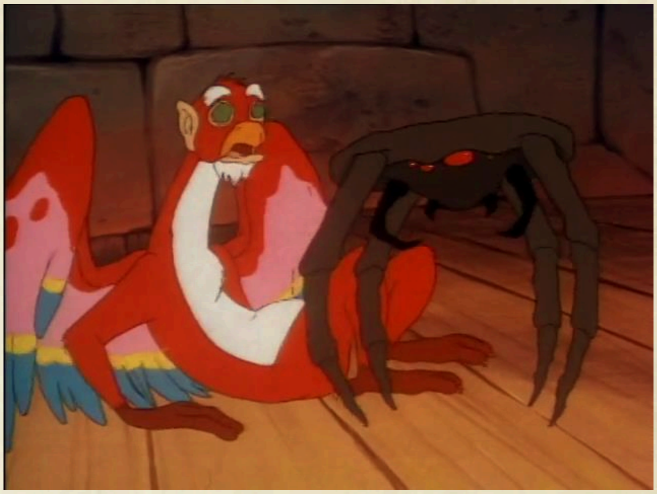
Slaggon's hut is a 20' by 20' single room hut, with every inch of floor space being covered with cages, tanks and scientific instruments. The cages are filled with hybrids of all shapes and sizes that were created by Slaggon. He eagerly shows off his transmutations. After this, Slaggon goes to the back of his hut, rummages around and produces a fish bowl. Floating in the bowl is a creature that has the lower body of a fish and an upper body resembling a cute teddy bear. Slaggon then attaches the bowl to the end of a 5' long wooden staff and hands it to one of the characters (DM's choice). Once the bowl is touched, the creature in the bowl awakens, swims furiously for a moment, raises its head above the liquid and stares at its new owner.

Slaggon explains that he named this creature, one of his transmutations, a Roulette. He goes on to say that the Roulette is psychically attuned to whomever holds the staff and is able to find the object of the holder's greatest desire.





Roulette



MOBO ISLAND

CLIMATE: Tropical

POPULATION: 80% monkey bird, 20% humanoid

TREASURE OF RULE: Yes

HISTORY

Mobo Island is an ancient island, home to hundreds of wingless Monkey Birds. This island used to be a resting place on their long migratory flights, as it was centrally located between two, now non-existent land masses. At first, this was a perfect respite on their long journey. However, through the years, those Monkey Birds that continued to visit the island grew weaker and began to lose their wings. No one was sure why this occurred, all that was known is that a wingless Monkey Bird was a freak among its own kind. Therefore, these unaccepted creatures, the Mobo, which means "the Accursed Ones," eventually made this island their home, as they knew that no other Monkey Bird would risk coming there to further torment them, for the fear of losing their own wings.

GEOGRAPHY

Mobo Island is a small, remote, mountainous island surrounded by a three-mile thick, 80' high band of Stekka Fog (see following for details). The fog lifts within two hundred yards of the island, although it is still visible at an altitude of over eighty feet. There is a 65% chance that anyone outside of the fog will not notice the island.

STEKKA FOG

Stekka Fog is a highly corrosive mist that slowly dissolves anything with which it comes in contact. Any being entering the fog sustains 8d6 acid damage for each minute it remains within the fog.

Cloth items begin to disintegrate immediately upon contact with the fog and completely disintegrate at the end of 2 minutes. Wood begins to rot the beginning of the 5th minute and becomes brittle and useless by the end of the 6th.

Once through the fog, the 50' wide white sand beaches of Mobo Island come into view. Past the beach is a three-mile thick area of rain forest teeming with life. The only visible break in the canopy of rain forest is a 1200' steeply sloped peak completely void of vegetation. Once the rain forest has been passed, miles of rockhard red dirt stretches to the beginning of long, rolling hills, growing ever steeper, and not ending until they reach the peak that is visible from anywhere on the island. Until the peak is reached, the hills teem with an abundance of plant and animal life, and small pools and tributaries give the landscape a friendly, hospitable look. Once the base of the peak is reached, the area becomes desolate, as if all life has been sucked out of it.

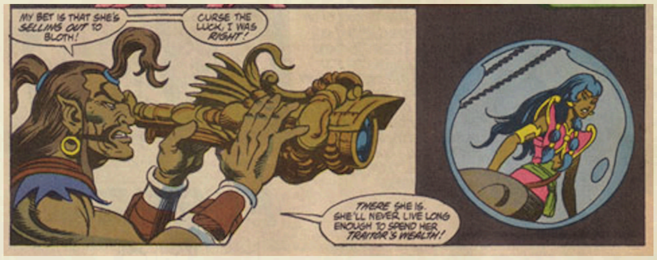
ENCOUNTERING THE MOBOSIANS

There is a 65% chance that anyone walking on the beach has a feeling of being watched from the woods. If they look carefully towards the woods, they make out dozens of pairs of eyes looking out at them. If any threatening move is made, the eyes immediately disappear. However, if communication is attempted, ten Mobo—Monkey Birds with small, non-functioning wings — appear. They are cautious and frightened and won't react until those on the beach react. If the characters attempt to communicate, or if there is a Monkey Bird present in the group, the Mobo prove friendly and offer their hospitality in any way possible.

If hostile actions are taken towards the Mobo, 2D10 arrows are shot from the woods (+5 each to hit, 1d8 piercing damage each) by the remaining twenty Mobo left behind. This barrage of arrows continues until the intruders have been driven off or killed. If for some reason the Mobo were not noticed from the beach, there is a 25% chance per hour that the characters see the Mobo spying on the characters. If this occurs, the Mobo act in the manner described above. If good relations are formed, the Mobo take the characters a mile inland to the site of their village where they introduce the characters to an ancient Mobo, called Grandfather.

After introductions are made, Grandfather explains that Mobo Island is under a terrible curse and asks for help. If he is refused help, a look of agony crosses his face, but he still remains hospitable. However, although remaining polite, he ends almost every sentence with the words, "but it really does not matter since everyone on the island will be destroyed by the Feryx of the Cliff." (see following and the FERYX creature sheet for a complete description of a Feryx)

If help is offered, Grandfather appears very pleased. He then gives the character a Feryx Lance to aid them. He also informs them that for their risk they can keep the "great treasure" that is hidden in the Feryx's Lair. Grandfather then gives exact directions to the creature's lair and bids the group good luck.


MY BET IS THAT SHE'S SELLING OUT TO BLOTH!
CURSE THE LUCK, I WAS RIGHT!
THERE SHE IS. SHE'LL NEVER LIVE LONG ENOUGH TO SPEND HER TRAITOR'S WEALTH!

OCTOPON

CLIMATE: Tropical

POPULATION: Scavengers & Dark Disciples (human when restored)

TREASURE OF RULE: No

DM NOTE: Octopon is the most important city on Mer, and if your players' characters are questing for the Treasures of Rule, their quest ends here. If they aren't on the Treasure Quest, Octopon may be used as a source of adventure or to get them interested in the quest.

Depending on the timeline of your campaign, Octopon may be encountered as a beautiful, thriving city, a city in ruins or a city in partial reconstruction. Therefore, a description of a rebuilt Octopon and an Octopon in ruins are included herein. Octopon half rebuilt isn't detailed as it is merely a combination of the other two descriptions. No matter what the state of Octopon, the locations outside of the city are still inhabited by the creatures listed following.

HISTORY

Octopon is one of the oldest and greatest cities on Mer and was founded over twenty-three hundred years ago by Schwar Primus. Since its founding, Octopon has been ruled by Schwar's direct descendants, and legend states that it will survive as long as there is a living heir to its throne.

At first, Octopon was a roisterous, untamed shanty town, populated by hard workers, dreamers, pirates and vagabonds. A few of them found fortunes, most remained poor. The pirates who wanted riches without working remained nearby and subsisted on robbery and violence.

Despite this, rumors of the great city of Octopon spread, and everyone that was looking for a better future began to migrate here.

So a mass exodus occurred—an immense movement of people which saw more than six thousand enter the area. Boatload after boatload of immigrants arrived, speaking many languages and coming from a multitude of cultures. Almost half were human, with the remaining numbers being humanoid in nature. Despite this cultural hodge-podge, Octopon enjoyed a period of unprecedented prosperity. There was a ready market for all of her agricultural products, and the discovery of a large load of gold just off her coast made Octopon selfsufficient.

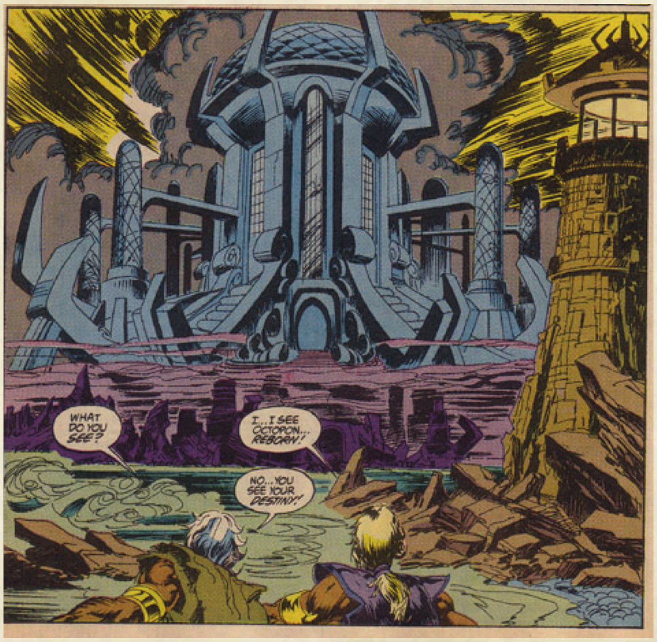
This period was quickly ended, however, when the Dark Dweller caused a huge underwater fissure which allowed Dark Water to emerge (see the DARK DWELLER & DARK WATER statblocks for details). On that fateful day, Octopon was all but wiped from the face of Mer. Fires raged uncontrollably, buildings crumbled and the earth itself split asunder.

OCTOPON IN RUINS

GEOGRAPHY

Octopon is situated in the middle of the southern end of the island, with the once beautiful city now appearing as a scab along a desolate coastline. Its harbor contains nothing more than the battered skeletons of ship hulls, human refuse and clouds of flies. The city itself is in ruins, and its streets are covered with rubble. Only the partial remains of the Lighthouse and the Place of Primus remain standing (see following for location descriptions).

The surrounding landscape is also dead and appears to have been burned to a crisp. Not a single blade of grass remains, and there is no sign of life anywhere. Small bubbling pools of Dark Water dot the entire area and immediately flow toward anyone who approaches within a 100' radius.


WHAT DO YOU SEE?
I...I SEE OCTOPON... REBORN!
NO...YOU SEE YOUR DESTINY!

Although the land is ruined, its topography remains relatively unchanged. To the north lies the Meridol mountains, which stretch to 1000' at the highest peak. The eastern and western parts of the island, which were once mainly grassland, are now nothing more than cesspools of evil, bubbling Dark Water.

Despite the ruin of Octopon, a large community of sea goblins (see the SEA GOBLIN statblocks for details) use the ruins as a base for raiding passing ships.

POPULATION

Only seventy-two scavengers and eight Dark Disciples occupy the city (see the DARK DISCIPLES statblocks for details).

Scavengers are comprised of all races. They spend the majority of their time digging through rubble in the hopes of finding valuables or uncontaminated food. For each hour spent in Octopon there is a 65% chance that 2D12 Scavengers are encountered. If outnumbered, the Scavengers send runners to get 1D12 more of their kind and then attack en masse.

PLACES OF INTEREST

The following section details special areas throughout Octopon. It is assumed that the areas are present despite the assault of Dark Water (at MP discretion).

THE LIGHTHOUSE

DM NOTE: The obstacles in the Lighthouse can only be overcome when at least seven of the Treasures of Rule are obtained. Otherwise, anyone entering will not survive. In addition to this, the characters must possess the Broken Sword of Primus in order to gain access to the Dark Dweller (see following for details). It is recommended that the characters navigate the obstacles of the lighthouse to gain this information.

The Lighthouse sits atop a 450' cliff on Octopon's southern-most shore, and it is only accessible by a rubble-strewn, curving path which winds is way through the hills. The path proceeds for about 300', ending at the shattered remains of a once great edifice. Large chunks of brick and mortar have fallen from it, and its glass dome has long since shattered. Despite its condition, it is still an imposing structure. Its base is 60' in diameter and it is over 150' in height. Its only entrance is a single crumbling door located in the northern wall.

If tested, the door easily opens, revealing a circular stairway leading upward, which is covered in rubble. As soon as anyone sets foot upon the first stair, 4 Dark Disciples appear from higher up in the tower Before any action occurs, they immediately demand that any Treasures of Rule carried by the characters be turned over to them. If the Treasures are present or not, the Disciples immediately attack, fighting to the death.

If the Dark Disciples are dispatched, a 50' climb reveals a 5' wide landing with a single door hanging loosely on its hinges. The room behind it is 20' by 20', with a door directly opposite the one entered. It is apparent that this room was once a bedroom, as there are the remnants of an old mattress, a table and chairs, a large rickety wardrobe and a plain wooden chest. If the wardrobe is searched, the searcher finds a number of moth-eaten robes and a pair of worn sandals. The robes are just as they appear. However, the sandals are magical, allowing the wearer to walk on all types of water, even Dark Water.

If the chest is open, two gallons of Dark Water erupt outward (see statblocks).

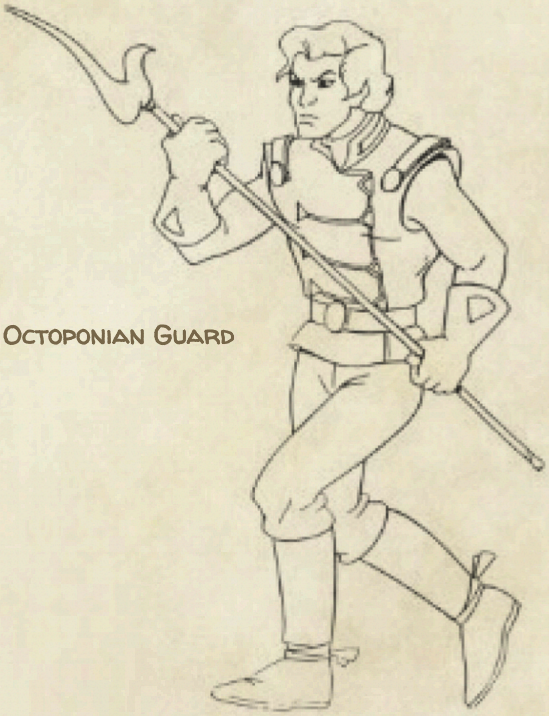
The second door leads to another 5' by 5' landing with stairs continuing upward. After a 75' climb, the stairs end at a solid-looking oak trapdoor in the ceiling.

The door is magically locked and may only be opened by the use of magic. If force is used on the door, a trigger mechanism is sprung, causing an explosion that causes everyone in a 20' radius to sustain 3D12 fire damage. (The explosion is magical, leaving the door and surrounding structure unaffected.)

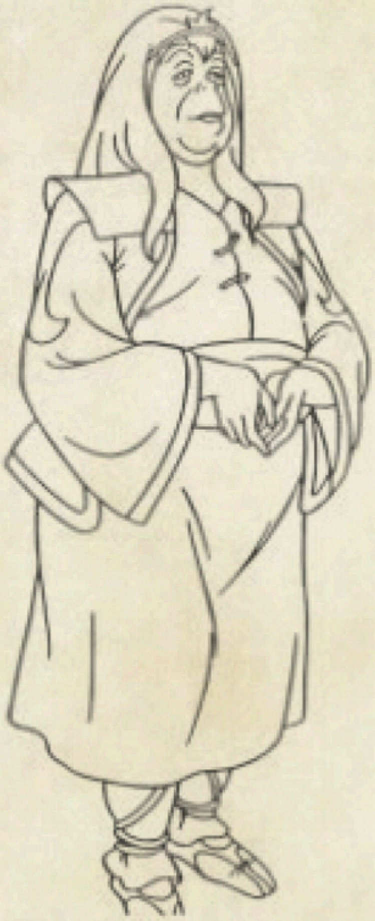
The trapdoor leads to a 25' by 25' square room, completely void of furnishings, with walls so white that they appear to have been recently polished. In the center of the room is a 6' circular pool of bubbling Dark Water which erupts upward 4' into the air and continues to do so as long as anyone remains in the room.

In addition to this, the remaining 4 Dark Disciples emerge from the pool itself and immediately attack. When in melee, there is a 40% chance per minute that the Dark Disciples are able to position their adversaries in range of the erupting pool.

At the start of the 4th minute of melee, Jenna (see HISTORY OF MER for details), who monitored the characters' approach to the Lighthouse, appears from the trapdoor with two Octoponian guards.



OCTOPONIAN GUARD



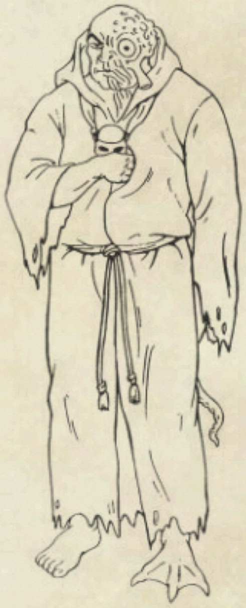
Although the guards immediately attack the Dark Disciples, Jenna stays out of the fray, yelling that the only way to get to the Dark Dweller is to have and use the Broken Sword of Primus. She yells that there is a hidden lock in the middle of the eastern wall that only unlocks with the Broken Sword. Even knowing the exact location of the lock, there is a 25% chance that it will not be found the first minute it is looked for. For each additional minute that searching takes place, this percentage decreases by 5% so that after 5 minutes it is automatically found.

As soon as this information is given, Jenna retreats, and all surviving Dark Disciples move in front of the lock, protecting it with their lives. (Note, if the sword is not possessed, there is no way to pass through the hidden door, as the powers of the Dark Dweller prevent it.) When the lock is found and the Sword of Primus is inserted into it, the entire eastern wall swings inward, revealing a 35' by 35' room, with a 4' wide steaming fissure running down its center. This is the end of the fissure that ripped Mer asunder and allowed the Dark Dweller to be released. It is here that the final conflict with it takes place.

Just seconds after the room is entered, the ground begins to violently shake, and the Dark Dweller appears as a distorted, human-shaped blob of tar. Gazing slowly over all assembled, he emits a low, bloodcurdling chuckle and attacks.

The only way to stop the Dark Dweller is to possess the first seven Treasure of Rule. If the Treasures are revealed in the Dark Dweller's presence, they fly upwards directly above its head and begin to spin rapidly around it. As this occurs, hundreds of intense beams of light shoot out of the Treasures directly into the creature. Although no wounds are apparent, the Dark Dweller lets out a horrible, agonizing scream and slowly begins to melt into a thick, pus-like substance. However, before it totally dissipates, it flows back into the fissure and disappears from sight. Once all of this occurs, the Treasures embed themselves in the upper walls of the Lighthouse, glow brightly for a moment longer and then fade. Just seconds later, the fissure begins to seal itself, and after mere moments, no trace of it is to be seen. All remaining Dark Disciples melt and dissipate.

When the fissure has completely closed, Jenna reappears, hailing everyone present as heroes. She states that the Treasures must remain where they are until the final six are found, when their combined strength can be used to permanently destroy the Dark Dweller. Then, looking sad, Jenna states, "No, the Dark Dweller has not been destroyed, it has merely been weakened, and it will return some day in the not-too-distant future." Then, brightening once more she says, "But with heroes like you in the realm, Octopon has little to fear!"



OCTOPON RESTORED

GEOGRAPHY

The perimeter of the island consists of both beautiful beaches and high, dangerous, jagged cliffs. Moving inward, the majority of the eastern part of the island is covered with beautiful pine forests, the trees 200' and taller. This forest is rumored to contain many small bands of Kree (see RACES OF MER for details) as well as a strange magical area of power.

To the north lies the Meridol Mountains, with the highest peak being over 1000' high. It is believed that a large community of sea goblins uses these mountains as a base for raiding passing ships. Despite countless expeditions sent to find the sea goblins, their community is as yet undiscovered.

The western part of the island is covered with fields of wheat, wild flowers and plants of every conceivable shape and size.

Octopon itself is a thriving city, whose buildings are made of a white sandstone which glitter brightly from the sun's rays.

POPULATION

Over 50% of Octopon's population is human, with the other half being a melting pot of different races. Despite the races co-existing with each other, each specific race has set up its own unique community, complete with traditions and beliefs.

Once inside the city, piracy is virtually unknown, as Octopon has an elite militia comprised of over 300 men. For each hour traveling in the city, there is a 30% chance that 1D8 of the militia are encountered. Unless lawbreaking is taking place, the guards greet everyone with a friendly nod and continue on their way. If something suspicious is occurring, the guards detain everyone involved in order to determine what is transpiring.

The majority of Octopon's citizens are highly educated and would rather pursue their personal studies over all other activities. That is not to say that Octopon doesn't have its share of thugs. Many unsavory characters delight in such a city, as they know that its citizens are easy prey when the militia is not in sight. The majority of these cutthroats reside in northwestern Octopon.

COLLEGE OF ECOMANCY

DM NOTE: All of the clearings mentioned in the following text are under a powerful magic that pacifies all beings that enter them. Therefore, unless stated, no aggressive actions can be taken when in these clearings.

Located approximately 15 miles northeast of Octopon lies the College of Ecomancy. This ancient and highly magical area, just over 1 mile in diameter, was used by ancient ecomancers to attune their skills and become one with nature.

There is a well-tended, two-yard footpath leading from the gates of Octopon directly to the woods surrounding the college. Anyone traversing it is completely safe due to the ancient ecomantic powers that protect it. The path ends at two, six-foot high black marble columns, which seem to lead to an impassible section of woods. Huge thorny vines, some over two feet in diameter block the way, and plants and trees of every size impede progress.

Any non-ecomancer who attempts to go through the columns is immediately attacked by the vines, which are actually Vine Octopae (see the VINE OCTOPUS creature sheet for details). As soon as one of these creatures is destroyed, another replaces it. This continues until the characters leave the area.

MAIN CLEARING

If an ecomancer is present when the columns are passed through, the foliage parts, revealing a 200' circular clearing under a dark cool canopy of foliage. A worn marble path leads to a six-foot circular sunken bath directly in the middle of the clearing. If examined, it is apparent that small steps lead downward into its warm, dark, bubbling water. Anyone completely immersing himself in the water regains all wound damage in 3 minutes. However, if a being leaves the pool before the end of 3 minutes, no healing takes place. In addition to the bath's healing ability, any ecomancer that remains in the water for 5 or more minutes permanently gains +1 to their Wisdom score (NOTE: The gaining of this point is a one time benefit.)

The same worn path that leads into the clearing circles the bath and then branches north, east, and west.

THE NORTHERN CLEARING

The northern path leads deeper into the woods for 100 yards before it emerges into a small circular clearing covered with clover-like plants. One contiguous marble bench encircles the entire clearing. This clearing appears to be nothing more than an area of great beauty. However, any ecomancer who sits on the marble bench for 3 or more minutes and communes with nature receives an additional 1 point of Intelligence (a one-time benefit).

THE EASTERN CLEARING

The eastern path extends almost 300 yards through the lush foliage. It ends in a circular clearing with three long marble benches evenly spaced out around a red marble circle. Hieroglyphics and arcane runes are carved into the marble by each of the benches. Hundreds of small blue and white flowers intermix with thousands of tiny mushrooms.

This area has been taken over by a colony of Toad Stools, and anyone staying in the area for more than 1 minute is attacked (see the TOAD STOOL creature sheet for details).

DM NOTE: Since the Toad Stools have no intellect and are just creatures of instinct, they are unaffected by the calming magic which permeates the entire clearing.

However, all other beings in this clearing are still affected by this magic and may not retaliate in any way.

Due to the nature of the hieroglyphics, only those characters with a Language Skill of 17 or over are able to decipher the hieroglyphics. Their literal interpretation is:

THOSE ONE WITH NATURE WILL DIE
THEIR SPIRITS SOAR THROUGHOUT THE SKY
FOR EARTH AND MAN ARE TRULY AS ONE
AS WE ALL ARE CHILDREN OF THE ONE GREAT SUN.

This poem is meaningless and was simply placed here as a tool to help ecomancers contemplate their meaning of existence.

THE WESTERN PATH

The path to the west continues almost one mile before it gently curves and leads back to the main clearing. There is nothing special about this path, and it was only used when solitude was desired.

BEACH OF DOOM

Despite its name, the Beach of Doom appears as nothing more than a 100' wide, white sandy beach with a gentle surf caressing its shores. It is lined by tall, Menga palms, which cast cooling shade over the oven-hot sand. The Beach of Doom is a 300-yard strip of sand located 11 miles due west of Octopon and can be easily reached from the city. It is extremely beautiful and seems to have a mysterious calming effect over anyone who walks on it. Anyone touching the sand must successfully roll a Wisdom save. If unsuccessful, the person is overcome with a feeling of peace and serenity, causing him to want to walk on the sand to enjoy its natural beauty. This sounds harmless, but in reality it is not. Spread evenly along the beach are 15 Skeeve lairs (see the SKEEVE statblocks for details).

Anyone coming within 10' of one is instantly attacked. Due to the individual's tranquil state, the Skeeve always gains initiative. Although alerted, as soon as the melee ends, the peaceful state returns, continuing until the beach is left.

NOTE: It is at the DM's discretion to determine if the lairs contain any items of value.

THE LIGHTHOUSE

The Lighthouse sits atop a 450' cliff on Octopon's southern coast. A curving, six-foot wide path constructed of tiny pieces of multi-colored coral winds upwards for almost ' before reaching the structure's base.

The path ends at a great Lighthouse that stands almost 150' in height, has a base diameter of over 60' and is constructed of pure white coral. Although the sun sparkles and reflects off its beautiful surface, a 20' glass dome at its top emits a brilliant, pure white light that causes even the sun to pale in comparison.

A single, sturdy oaken door is set in the northern wall at the base of the lighthouse, with four Octoponian Guards standing at attention, two on each side of the door. The Guards do not speak unless spoken to first, but if a conversation ensues, they are civil, treating everyone with respect. However, they only allow entry upon Jenna's command or if those requesting entry are in possession of one or more Treasures of Rule.

If entry is granted, one guard leads the characters through the door and up a three-foot wide circular stairway. It spirals upwards for 50' before ending at a 5' wide landing ending in a silver door. The Guard places both hands upon the door and orders everyone present to do the same.

The door is highly magical and is controlled directly by the seven Treasures of Rule that are housed within the Lighthouse. Everyone must touch the door in order for the Treasures to determine if the individuals' true intentions and thoughts are pure and for the good of Octopon and Mer. If their thoughts are noble and they have no wish to steal or harm the Treasures, the door slides into the ceiling and disappears.

If the Treasures sense any harmful thoughts or emotions, everyone on the landing with evil intentions immediately 10d10 psychic damage (no save).

Even if they manage to survive this assault, those affected are instantly phased outside of the Lighthouse. They appear 450 feet in the air (at the top of the cliff) and plummet to the jagged rocks below, doing 10D10 bludgeoning damage to those that cannot save themselves by flight or magical means (at DM discretion).

As the door was created by the combined might of seven of the Treasures of Rule, it cannot be destroyed, nor can it be affected by any magic. The only creature in existence that may have a chance of getting through it is the Dark Dweller and then only at a great price (which should be determined by the DM).

Once the silver door has been passed through, a 20' by 20' room is entered. A beautiful canopied bed adorned with bright blue sheets rests in the eastern corner of the room, with the remainder of the room taken up by an elaborately carved wooden chest, a 6' high wardrobe with double swinging doors, a small table, and two plush, comfortable-looking chairs. The guard explains that this is Jenna's bedroom. The chest and wardrobe are filled with Jenna's clothing and personal belongings, and there is nothing of value within the room.

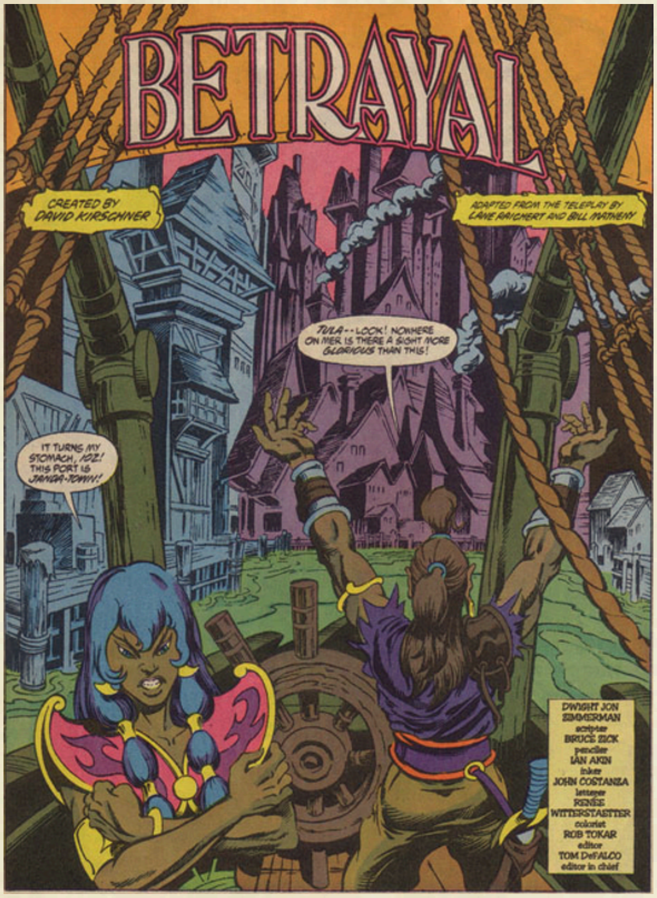
A second door leads to a 5' by 5' landing, with 75 feet of stairs leading upward. The stairs end at an open wooden trapdoor, which the guard bids you to enter. Once the door is passed through, the characters enter a 25' by 25' room with Jenna standing silently in its center. After a moment's hesitation, she greets everyone and asks what she may do for them. She is civil and polite but seems to be preoccupied with something.

If questioned about what is preoccupying her or if presenting her with a Treasure of Rule, she leads the characters through an opening in the eastern wall. This leads to a 35' room with seven of the Thirteen Treasures of Rule embedded in the walls. Jenna points to them and explains that they have been glowing strangely for the past few weeks. She is afraid that they are trying to warn her of impending danger. At this point she sighs and states that everyone must wait to see what this cryptic sign means. However, Jenna believes that this sign represents the strengthening of the Dark Dweller. At this point the characters will either give Jenna one of the remaining six Treasures of Rule or be asked to go on a Treasure Quest for one. If offering a Treasure, it flies from Jenna's hands and embeds itself in one of the walls with the others.

DM NOTE: This is a great way to get the characters involved in another heroic quest for saving Mer.

JANDA TOWN

CLIMATE: Sub-tropical
POPULATION: 50% human, 50% humanoid
TREASURE OF RULE: Yes


BETRAYAL
CREATED BY DAVID KIRSCHNER
ADAPTED FROM THE TELEPLAY BY LANE RAICHERT AND BILL MATHENY
TULA--LOOK! NOWHERE ON MER IS THERE A SIGHT MORE GLORIOUS THAN THIS!
IT TURNS MY STOMACH, IOZ! THIS PORT IS JANDA-TOWN!
DWIGHT JON ZIMMERMAN scripter
BRUCE ZICK penciler
IAN AKIN inker
JOHN COSTANZA letterer
RENÉE WITTERSTAETTER colorist
ROB TOKAR editor
TOM DeFALCO editor in chief

HISTORY

Earliest records indicate that Janda Town was founded over 300 years ago as a stockade for a small group of weary explorers who were attempting to chart Mer's seas. However, after their treacherous trip, this new land seemed very appealing, and they decided to stay.

The leader of the group, Kray Janda, named the entire area after himself, thus making him immortal. At first there were perhaps 50 houses made of wood, stone and clay. As time progressed, however, word spread quickly o this new boomtown, complete with a natural hidden port and miles of supposedly safe land.

At first, only a handful of pilgrims arrived, and it was not until about 100 years ago when pirates realized that Janda Town was a safe base of operations. Therefore, the town's population began to swell.

GEOGRAPHY

Janda Town is a bustling port city that boasts the largest contingency of bars, game houses and undesirable individuals anywhere.

Despite its population, Janda Town is a beautiful city where extravagant, multi-hued blossoms cover every inch of open ground. Its large urban area covers almost 14 miles, much of it being built on undulating hills. Although most of Janda Town's structures are built from mortar and brick, a large number are constructed of wood and placed on stilts to catch the cooling breezes and to help keep them from flood waters.

Miles to the north of Janda Town, a large waterfall, aptly named Janda Falls, cascades off the nearby cliffs and forms Janda River which loops through the heart of the town.

Despite the large size of Janda Town, the areas to the east and west of the city are mountainous and inhospitable, and, therefore, largely unexplored. In actuality, once a mile-wide mountain range—which reaches heights of 800' to 1500'—is passed, a lush pristine paradise stretches for miles in every direction. Due to its secluded location, the land is extremely wild, and creatures of all types prey freely on all intruders.

POPULATION

Janda Town has approximately 1000 permanent residents, the majority of which are business owners or traders. However, its transient population is large and dwarfs the city's residents. Ninety percent of the Town's transients are pirates, most of which have a gruff, mean demeanor and are almost always looking for a fight. Pickpockets abound and mercenaries of all races sit in its bars awaiting lucrative employment.

PLACES OF INTEREST

PORT OF JANDA

Janda's Port, virtually a thieves' market, is a city within itself. However, instead of permanent dwellings, all business is conducted ship-side or on the ships' decks themselves. As long as the buyer is unconcerned how the merchandise was acquired, almost any item can be purchased for a greatly reduced price. In order to determine who is selling what, there is a 50% chance that any longshoreman will know what and where a specific item can be purchased and will divulge this information for a price (at MP discretion).

NOTE: The DM is responsible for determining what items are available and their costs.

There are at least 5D6 ships docked here at all times, and the port is always bustling with activity. If a lone individual or an unrecognized group is seen, there is a 75% chance that 2D6 pirates approach and try to intimidate the individual(s) into revealing what he or they are doing there. The pirates do not attack unless provoked, as they are merely patrolling the area to be sure no one is trying to bring them to justice.

If treated roughly in return, the pirates laugh and continue on their way. If the individual or group reacts in a cowardly manner, the pirates demand a tribute of 10 gold pieces in order for the coward(s) to stay in the vicinity. However, as before, if their request is refused, or if they are stood up to, the pirates laugh and continue patrolling for potential "trouble makers" and cowards.

JANDA RIVER

Janda River flows through Janda Town before it stretches east to west in a slow, meandering manner. The river is heavily used by traders barging their goods to and from their outlying farmsteads. However, except for this small area, the area surrounding the river is wild and dangerous and is rarely traversed.

At its deepest point, Janda River is only 12' deep, therefore, only rafts, canoes or shallow-bottomed boats may traverse it.

For each hour spent on the river, there is a 40% chance of encountering 2D12 Trees or 1D10 Crocmen (see the appropriate creature statblock for details).

JANDA FALLS (CLIFFS OF THE SIREN)

Janda Falls consists of three, mile-wide, interconnecting crescent-shaped waterfalls which cascade over a 800' cliff, before emptying onto tall jagged rocks. A thick mist covers a 350-yard area directly around the falls. Rainbows flicker and fade in a heartbeat throughout this area. The mighty roar of the water muffles all but the loudest of sounds. Although the cliffs are steep and slick and are all but unclimbable, there is a hilly rise leading to the top o the falls just 30 yards to the east.

The moment anyone sets foot on the rise, a beautiful melodic song can be heard, even above the roar of the water. (See their statblocks.)

The song emanates from a Siren that dwells at the highest point of Janda Falls (see the SIREN statblock for details). From this vantage point, the Siren is able to lure ships to their doom and also preys on land-bound individuals.

Approximately halfway up the path is a small, concealed cave which is the lair if 6 goat-headed Hubes (see the HUBE statblock for details). They dwell here in order to collect the never-ending bounty retrieved from the Siren's prey. The Hube ignore anyone proceeding upward, preferring to let the Siren do the killing.

Once the top of the falls is reached, the path continues directly to the river's edge. There, sitting on a single boulder in the middle of the river, just before the water plummets over the falls, waits the Siren (see the SIREN statblock for details). This creature appears as an exquisite woman with flowing blond hair and eyes as clear as a baby's conscience.

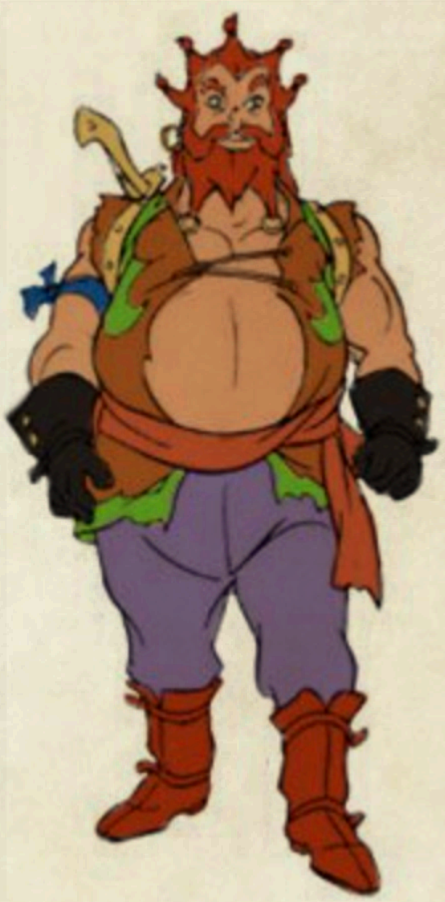
Anyone entering the water with a Swimming Skill of 15 or lower, unless aided, is immediately caught in the current and carried over the falls in 1D4 minutes.

If the siren is defeated, the surviving individuals may find the Hube lair. The lair is nothing more than a natural shelter among the rocks. As soon as any survivor comes within 20' of the lair, the Hubes immediately attack and fight to the death.

If the Hubes are destroyed and the lair is searched, the bounty found therein is at MP discretion.

ZOOLIE'S TAVERN

Zoolie's Tavern is the most unique tavern in Janda Town. Its patrons swear that it is the best tavern on Mer. From the outside, it looks like a plain two-story wooden structure, and if it were not for Zoolie's name hanging on a small wooden sign over the door, it would appear as nothing more than a typical house.



Zoolie does not allow weapons of any kind into his tavern, and anyone entering the tavern must give up their weapons to Draig and Idence, the tavern's large, troll-like doormen. If a weapon is not surrendered or is smuggled in, once discovered, 1D20 tavern patrons immediately attempt to subdue the offender, throwing him into the Grudge Pit (see following for details).

The majority of Zoolie's cliental are gruff, nononsense pirates who are looking for trouble, and, even though Zoolie keeps his bar relatively safe, there is a 25% chance that 1D6 of his patrons take a dislike to newcomers and challenge them to a fight in the pit. All of his customers are unfriendly and tight-lipped, and only the promise of money peaks their interest.

Zoolie often works behind the bar, and there is a 10% chance that he is there at any given time (see p. 18 of this book for complete details on Zoolie).

The tavern consists of two levels, with the first being a single square room measuring 80' by 80' and the second being comprised of 10 individual 15' by 15' rooms. The bar is 50' long and takes up the entire western wall of the tavern. Thirty stools are situated directly in front of it, with a long tube-like vines emanating from the ceiling and hanging down over each stool. These vines are Cohol Vines, which naturally excrete an intoxicating substance. For a single gold piece, a customer may drink at these vines for as long as he wishes. No matter the time, there are always 2D8 individuals sitting at the bar.

The center of the room is taken up by a 25' circular sunken pit, which is ringed by a 3' high railing. This is known as the Grudge Pit. When it appears that any of the tavern's patrons are about to fight, everyone in the bar (or as many individuals as it takes) grabs the combatants, throw them in the Pit and place wagers on the fight's outcome. The Pit may also be used upon request to settle a dispute, and there is a 10% chance that it is in use each time the characters enter Zoolie's palace. The remainder of the room is taken up by round card tables and typical chairs. This area is used for personal gaming, eating and drinking or simply socializing, and no matter what the time, there are 2D12 individuals occupying the area.

Six of the ten rooms on the second floor are used for storage, three are used for private, high-stakes gambling and the remaining three are gust rooms which are used to house any guests of Zoolie's that may be in town.

KALINDA

CLIMATE: Tropical

POPULATION: Varies (see following)

TREASURE OF RULE: No

HISTORY

Kalinda is a port city known as the home port of the largest fishing fleet on Mer, and was, in fact, founded by fishermen. The waters of this area have always been abundant in game fish, and over time, as this was discovered, more and more people began to gather here to reap the sea's harvest.

In the beginning, Kalinda was nothing more than a small, seasonal, tent village, but as fishing vessels grew larger, and merchants came directly here, it made sense to build permanent dwellings.

As trade grew, shopkeepers of all sorts began arriving to buy and sell their wares. In the early days, only a few sellers set up shop in a small open-air market near the center of town. However, as time progressed, hundreds of merchants arrived, and now Kalinda boasts one of Mer's largest open-air markets.

GEOGRAPHY

Kalinda is built in an orderly grid system exactly one mile square and is bordered on its northern side by the river Cols, on the east by miles of rich rain forest, and on the west by countless miles of gently rolling plains. If one travels west for 36 miles, he reaches a 15-mile wide row of mountains before the sea is again reached. These imposing edifices reach hundreds of feet into the sky and are not easily crossed without wings. The temperature on the tops of these mountains are always well below freezing, often reaching lows of 40 below zero at night. Snow always covers their peaks, and the biting wind often gusts up to 65 miles an hour.

Merian legend states that there is a priceless treasure hidden in a frozen cavern somewhere deep within them, but this has never been prove because no one has ever had the gumption to test their skill against the savage location.

POPULATION

Kalinda's population exudes an air of dignity at respectability, while at the same time giving the feeling that they enjoy the better things in life, such as wine and piracy. Most of its population are either fishermen, shop keepers, or traders. Greed is rampart and offers and counter offers are the main topics of conversation. Like most cities on Mer, piracy is a large problem. However, robbery is the norm, although even that is done in a civilized manner. Murders are rare, and most people do not fight unless given no other choice.

Due to its large market, Kalinda's population is open to most outsiders, no matter what their race, and willingly accommodate anyone with gold. Money talks in Kalinda, and most individuals can easily be bribed, or information extracted from them for the right price.

The only race that is discriminated against in Kalinda is Monkey Birds, which are considered to be nothing more than slaves. are not allowed on the streets unless leashed, and they may not enter any type of dwelling. Instead, they must be tied to a post in front of all establishments while their masters are inside.

PLACES OF INTEREST

ARAKNA ISLAND

Arakna Island, a dormant volcano that was thrust upward from the ocean depths eons ago, lays just six miles north of Kalinda.

It is a small tropical island that measures less than two miles in circumference and consists of nothing more than a fifty-foot beach, a volcano and dense, inhospitable rain forest.

Starting three hundred feet out from and encircling the island is a coral reef. Once the reef is reached, even the smallest boats cannot continue, as the water is only 3' deep. The only way to get to shore is to wade through the shallow, warm water. Anyone walking on the reef has a 70% chance per minute of being attacked by a school of Sea Urchins, which continue attacking until the characters are on the island or until the reef is left for deeper water (see the SEA URCHINS creature sheet for details).

Anyone setting foot on Arakna Island for the first time has a 15% chance to notice its complete lack of typical jungle noise. Even listening carefully, the only sound to be heard is the surf laughing amongst the reef. Once the beach is left, a thick rain forest is entered, and all movement is halved. The noise made by a passing party will disturb the thousands of Bameme that inhabit the upper branches of the trees, and there is a 45% chance per turn that they drop onto anyone passing beneath them (see the BAMEME creature sheet for details).

Almost the entire middle of the island is taken up by a 400' high black volcano, and despite the lush vegetation of the island, the mountain is dull and black, with the forest abruptly ending approximately 250 yards from its base, revealing a desolate burned out hunk of ground. From this distance, the mountain appears to have been used for artillery practice, as holes of every shape and size cover almost every square inch of it.

The moment anyone sets foot upon the clearing, a high pitched screeching sound will begin to emanate from the volcano, and grows louder until the mountain's base has been reached, when it abruptly stops. As soon as the noise stops, a multitude of Giant Spiders emerge from the holes, which are actually their lairs, and stream down the mountain, reaching their intended prey in 4 minutes, to attack en masse.

It is rumored that these caves actually lead to a subterranean labyrinth of hundreds of levels stretching miles beneath the earth. However, though countless expeditions have attempted to verify this, no one has ever been able to do so (see the GIANT SPIDER creature sheet for details).

DM NOTE: This is a perfect area to incorporate an existing campaign for an entrance to a dungeon or underground domain.

PANDAWA (MONKEY BIRD ISLAND)

CLIMATE: Tropical

POPULATION: 75% Monkey Bird, 25% Human

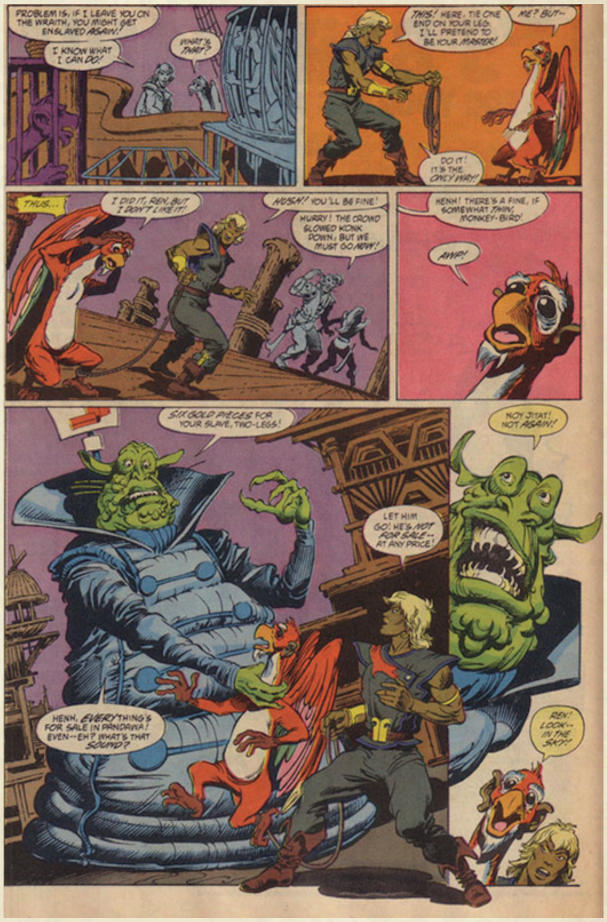
TREASURE OF RULE: Yes

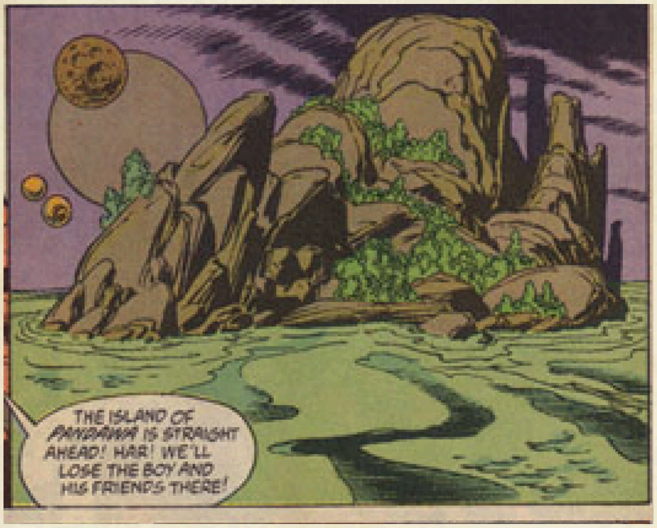
HISTORY

The island continent of Pandawa has always been the home to thousands of Monkey Birds, and legend has it that their race was born from Pandawa itself.

Monkey Birds have peacefully existed here for hundreds of years, evolving and living harmoniously with nature. Then, slightly under 200 years ago, an unknown pirate ship landed here for resupplying. In addition to supplies, its captain caught a dozen Monkey Birds to use s free labor. These creatures exceeded his wildest hopes, for once they were broken, they made excellent servants and slaves. As word spread of these new slaves, slavers from throughout Mer descended upon Pandawa, until a slavers' city was created.

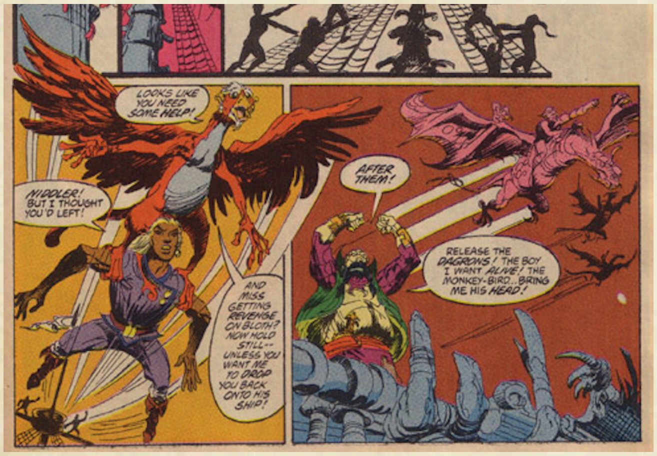
At first, Pandawa was only a collection of wooden huts, housing the hundreds of slavers that came into the area. However, as time progressed, those individuals that made a fortune in slaving built grand houses for themselves to occupy when in Pandawa. It is said that these houses are the grandest on Mer as no expense was spared in their building.


PROBLEM IS, IF I LEAVE YOU ON THE WRAITH, YOU MIGHT GET ENSLAVED AGAIN!
I KNOW WHAT I CAN DO!
WHAT'S THAT?
THIS! HERE, TIE ONE END ON YOUR LEG. I'LL PRETEND TO BE YOUR MASTER!
ME? BUT--
DO IT! IT'S THE ONLY WAY!
THUS...
I DID IT, REN, BUT I DON'T LIKE IT!
HUSH! YOU'LL BE FINE!
HURRY! THE CROWD SLOWED KONK DOWN, BUT WE MUST GO NOW!
HENH! THERE'S A FINE, IF SOMEWHAT THIN, MONKEY-BIRD!
AWP!
SIX GOLD PIECES FOR YOUR SLAVE, TWO-LEGS!
NOY JITAT! NOT AGAIN!
LET HIM GO! HE'S NOT FOR SALE-- AT ANY PRICE!
HENH, EVERYTHING'S FOR SALE IN PANDAWA! EVEN--EH? WHAT'S THAT SOUND?
REN! LOOK-- IN THE SKY!


THE ISLAND OF PANDAWA IS STRAIGHT AHEAD! HAR! WE'LL LOSE THE BOY AND HIS FRIENDS THERE!

GEOGRAPHY

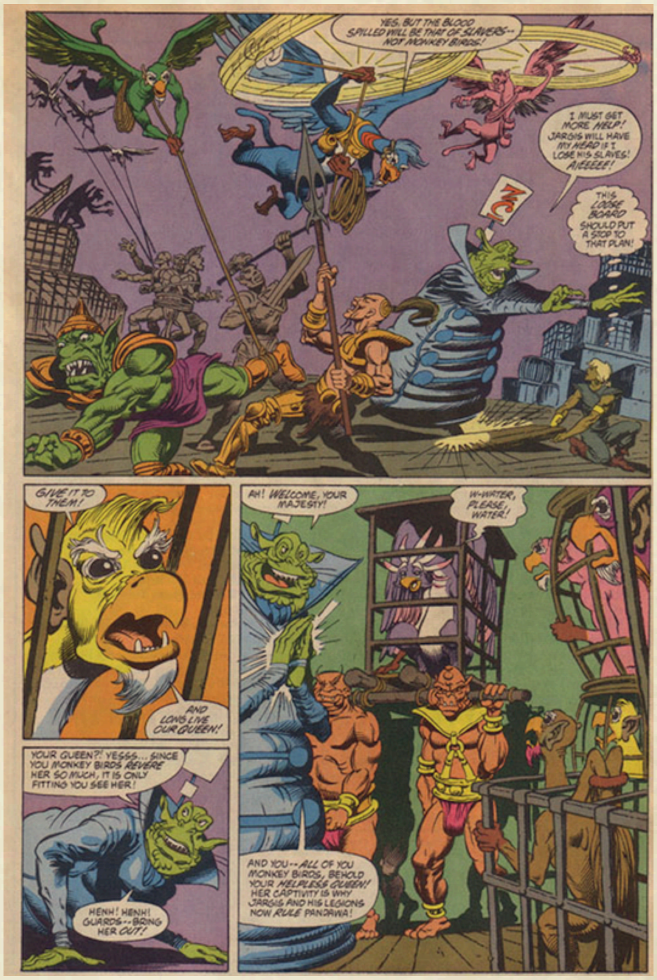
Pandawa resembles a lopsided figure eight, with its residential area on the east and its massive slave market on the west. The area around Pandawa is covered with primeval fern gullies, waterfalls and a plethora of plant species. Lush beaches surround its shores, and a single mountain range divides the island from north to south. Despite the splendid town, Pandawa is vastly uncharted and unexplored.


LOOKS LIKE YOU NEED SOME HELP!
NIDDLER! BUT I THOUGHT YOU'D LEFT!
AND MISS GETTING REVENGE ON BLOTH? NOW HOLD STILL-- UNLESS YOU WANT ME TO DROP YOU BACK ONTO HIS SHIP!
AFTER THEM!
RELEASE THE DAGRONS! THE BOY I WANT ALIVE! THE MONKEY-BIRD...BRING ME HIS HEAD!

POPULATION

Pandawa has under two hundred full-time residents, all of whom are human. These are the shop keepers, traders and barkeeps who run a thriving business supplying the slavers with their wares. Although its population is small, hundreds of slave buyers, their crews and the slavers themselves give Pandawa the appearance of a large bustling city. Anyone who is an apparent outsider, or who seems out of place, has an 85% chance of being mistreated verbally, and if he appears weak (at MP discretion), is captured and sold as a slave.

Only money and strength impress Pandawans, and they see all others as inferiors.


YES, BUT THE BLOOD SPILLED WILL BE THAT OF SLAVERS-- NOT MONKEY BIRDS!
I MUST GET MORE HELP! JARGIS WILL HAVE MY HEAD IF I LOSE HIS SLAVES! AIEEEE!
THIS LOOSE BOARD SHOULD PUT A STOP TO THAT PLAN!
GIVE IT TO THEM!
AND LONG LIVE OUR QUEEN!
AH! WELCOME, YOUR MAJESTY!
W-WATER, PLEASE, WATER!
YOUR QUEEN?! YESSS... SINCE YOU MONKEY BIRDS REVERE HER SO MUCH, IT IS ONLY FITTING YOU SEE HER!
HENH! HENH! GUARDS--BRING HER OUT!
AND YOU--ALL OF YOU MONKEY BIRDS, BEHOLD YOUR HELPLESS QUEEN! HER CAPTIVITY IS WHY JARGIS AND HIS LEGIONS NOW RULE PANDAWA!

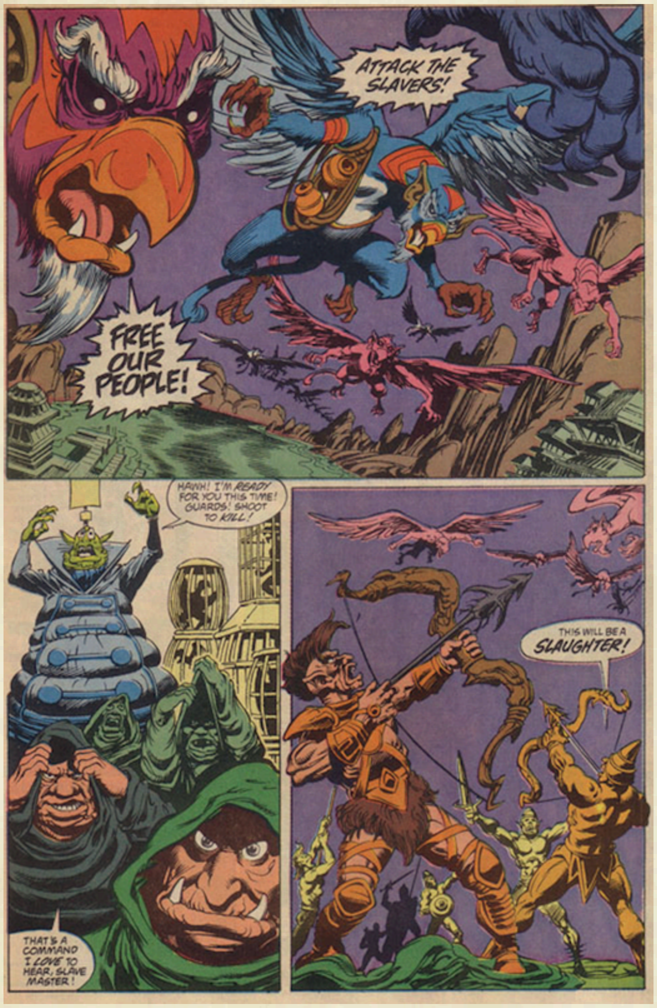
MONKEY BIRDS

Long before civilizations flourished, there existed on Pandawa a culture rich and complex in its customs and life styles. For more than ten thousand years before any Merian visited the shores of Pandawa, Monkey Birds occupied this land.

Monkey Birds are very superstitious and often link local landmarks with their sacred beliefs. They considered many unique geological locations to be sacred sites, and they consider themselves and the land as inseverable.

Monkey Birds live in large communities of one hundred or more individuals. Their economy is based on the hunting activities of their males and of the fishing and gathering of the women. They take only what is needed to feed themselves, therefore keeping in step with their environment.

Tribal elders, who possess specialized knowledge of the community and the land, are given the responsibility of leading the community. Although there are male elders, all of the special ceremonies are conducted by women, and the entire ruling class is female.


ATTACK THE SLAVERS!
FREE OUR PEOPLE!
HAWH! I'M READY FOR YOU THIS TIME! GUARDS! SHOOT TO KILL!
THIS WILL BE A SLAUGHTER!
THAT'S A COMMAND I LOVE TO HEAR, SLAVE MASTER!

There may be a number of elders, but only one female may hold the rank of Queen. Even though she often consults with the elders, her word is law and is always obeyed. She is as a living deity to her people, and they hold her in extremely high regard.

Queens rule for life, and it is only when another queen egg is hatched that she realizes her death is near. Once every 50 to 75 years, a large golden egg is laid by a tribe member, with the golden color signifying that a new queen is to be born. The incubation period for a queen's egg is unusually long, sometimes taking up to eight years. For some reason, the current queen weakens as the egg matures and dies just after its hatching. Due to the importance of this egg, and its long incubation period, it is hidden securely away in the miles of caverns beneath Royal Mountain in the Cavern of the Egg (see CAVERN OF THE EGG in the following section).

PLACES OF INTEREST

SLAVE MARKET

Pandawa's Slave Market is called Lawoola, or "hell on earth" by the Monkey Birds that are held there, as it is a place of extreme cruelty, where merciless floggings, dunkings, and acts of mutilations are common place. The Slave Market is divided into three separate sections, the waiting area, the bidding area and the departure area. The waiting area is covered with hundreds of bamboo cages stacked three high. Although many cages are empty, there are always 5D12 Monkey Birds imprisoned here. The cages are small and cramped, and their occupants have to hunch painfully while awaiting sale. There are always 2D8 slaver guards patrolling the area amongst the cages, both tormenting and guarding the pitiful creatures. For every 10 minutes that an individual remains in the area, there is a 75% chance that the slaver guards approach the individual, bully and provoke him and demand an explanation for his presence in the area. Although they are tough talkers, the slaver guards are used to dealing with helpless Monkey Birds, and if threatened, the slavers quickly withdraw. However, they return within 1D6 minutes with an additional 2D10 slaver guards that attack on sight.

Although the cages are poorly made and can broken by a healthy individual, the Monkey Birds are near starvation and are much too weak to even consider escape. Even if freed by outside means, they are too weak to effectively escape and simply remain near their cages until they are recaptured. If anyone attempts to free a captive, 2D20 slavers appear in 1D4 minutes and immediately attack. From this area, the Monkey Birds are escorted to the bidding section by twelve heavily armed slavers. This area consists of a large 50' by 50' raised platform where each day at 10 AM, 12 PM and 2 PM the Monkey Birds are bid on. Each auction attracts 1D100 individuals of all races. When the bidding ends, the Monkey Birds are brought to the third section of the Slavers' Market to await their departure to the docks.

There are no guards patrolling the departure area. However, any interference brings the wrath of the entire crowd of bidders down on the wrong doers. (It is left up to the DM to determine the strength and makeup of the bidders.)

The departing area closely resembles the first, consisting of nothing more than hundreds of caged Monkey Birds. However, now that they have been sold, they have been given larger quantities of food and water in an effort to strengthen them for their new employers. Unlike the captives of the first section, if freed, they immediately attempt to fly away and escape, but they fight to the death if necessary. As before, 2D20 heavily armed guards appear the moment a Monkey Bird is released.

There are always at least 1D12 slaver guards patrolling this area, and there is a 75% chance that they are encountered for each 10 minute period an individual is present. If this occurs, the slaver guards immediately detain him for questioning. Despite their apparent concern, they are easily bribed and quickly release anyone for 10 gold pieces. If a bribe is not offered, or if their questions are not answered satisfactorily, they attempt to take him into custody. If the slaver guards meet resistance, they call for backup, and an additional 1D20 slaver guards and an ecomancer captain arrive within 1D4 minutes. The ecomancer captain immediately calls a Sleep spell on the individual, then, all of the slavers rush in to subdue him. If this does not work, the MP should figure out the next course of action that is taken.

Once subdued, the individual is chained to a large hitching post near the auction platform and sold as an added attraction.

DM NOTE: From this point on, it is left up to the MP to determine the fate of the captured individual(s).

CAVERN OF THE EGG

The egg of the yet unhatched queen is one of the most revered treasures in the entire Monkey Bird community, and when laid, is immediately taken deep within the miles of catacombs within Royal Mountain, located at the center of the island.

The entrance to the caverns is a 6' by 6' cave located near the top of the west side of the mountain, which is so heavily camouflaged that unless its exact location is known, there is only a 5% chance per hour that it can be found.

Once the cave is located ad entered, only a small rubble-filled passageway leads downward, and it must be traversed single file. After approximately 250 feet the passage opens into a cavern almost one hundred yards in diameter, with a seemingly endless number of passages branching out of it. The sound of dripping water echoes throughout the chamber, and huge stalagmites grow from the floor like mighty warriors eternally guarding their castle of stone.

TOO LATE, THE ARROGANT SLAVER REALIZES HIS MISTAKE. HIS BLOW TO SILENCE WHAT HE THOUGHT WAS A VAIN ALARM HAS INSTEAD BECOME THE SPARK THAT IGNITED THE TINDERBOX OF BRUTALLY SUPPRESSED MONKEY BIRD HOPES AND ASPIRATIONS.
IN A PAROXYSM OF COMPLETE UNITY, THE MONKEY BIRDS ATTACK. IT IS A BATTLE WHOSE STAKES ARE ABSOLUTE! FREEDOM--OR DEATH!
BEFORE THE SUN SETS THIS DAY ON MER, THE MONKEY BIRDS KNOW THAT NO MATTER WHAT THE COST...THEY WILL BE FREE!

There are 101 different passageways leading out of this chamber, with only one of them leading to the Egg Chamber. Passages 1-51 and 53-101 lead directly to an indecipherable maze of corridors within the heart of the mountain, and there is a 95% chance that anyone entering these passages become hopelessly lost.

Only passage 52 leads to the Egg Chamber. This passage continues straight for over three hundred yards, before it gradually begins to descend into the bowels of the earth. After another eighty yards the passage opens into a seventy-five foot wide cavern notable for its smooth walls and complete lack of stalagmites and stalactites. Weapons and Armor in various states of decay line the right hand wall, and another passageway is visible at the other end of the cavern. It is apparent that no one has passed this way in years.

This cavern is actually a living entity. Electrical impulses travel through a large concentration of iron ore closely resembling computer circuitry, thus providing the entity with a brain. This brain has complete control of the cavern and can channel electricity in such a way that it is able to turn its walls into powerful electromagnets. During the first minute that anyone enters the cavern, a slight tugging is felt on all metal objects. During the second minute there, those metallic objects not securely attached to an individual are pulled off and fly to the nearest wall where they remain. After the third minute, anyone with a Strength of 15 or less loses all metal handheld items, and the movement of anyone in metal armor is halved. During the fourth minute, the power peaks, and characters in metal armor are pulled from their feet and dragged 10' per second toward the nearest wall.

However, a character should be allowed to remove himself from his armor in 1D20 minutes.

Once all the characters have left the cavern, the metal items that stuck to the wall fell to the floor. The whole process starts over again if anyone enters the cavern with a metal item.

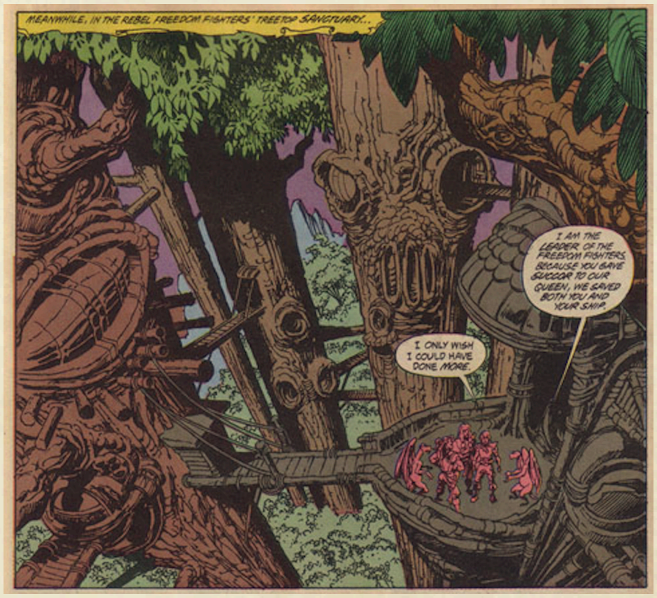
The second passage leads downward, and after just a few yards, a cold, gusty wind springs up, biting into the skin and chilling everyone to the bone. The air is heavily laden with moisture, and in a matter of seconds everyone is soaked to the skin. A fast moving stream flows along the floor, with the water quickly disappearing into the many cracks and crevices in the cavern floor. The stream continues to follow the passage, and it grows deeper as it progresses. After another fifty yards of this, the passage abruptly ends at a dark, slow moving river, approximately 30' wide and of unknown depth. The passageway can be seen continuing on the far side of the river.

It should not be difficult to determine that the river is only five feet deep. However, it is not apparent that there is a strong undertow that can easily sweep someone off of their feet. Anyone entering the river without proper precautions—tying himself down, etc.—has a 90% chance of being swept away. Unaffected individuals have 30 seconds to affect a rescue or the unfortunate character disappears underwater and remains so for 1D6 minutes. If he survives, he finds himself emerging in the sea on the island's west coast.

Once the river is crossed, the passage continues for almost a mile, with the air becoming noticeably warmer and less humid. The passage opens into a 35' circular man-made room, lit by rows of flickering torches. Off to the right is a large, plush-looking nest made of straw, brightly colored flowers and earth, with a three-foot golden egg resting delicately in it.

As soon as this chamber is entered, three exceptionally strong-looking Monkey Birds appear and order the trespassers to immediately leave. If the characters do not comply, the Monkey Birds attack and fight to the death to protect the egg.

If the egg is stolen, the Monkey Bird community does everything in its power to safely get it back. Whatever happens, the thief is hunted by the Monkey Birds for life and is immediately attacked on sight no matter where the thief is or what he is doing.


MEANWHILE, IN THE REBEL FREEDOM FIGHTERS' TREETOP SANCTUARY...
I AM THE LEADER OF THE FREEDOM FIGHTERS. BECAUSE YOU GAVE SUCCOR TO OUR QUEEN, WE SAVED BOTH YOU AND YOUR SHIP.
I ONLY WISH I COULD HAVE DONE MORE.

MONKEY BIRD CITY

The island of Pandawa is the only known location where there is a community of over two thousand Monkey Birds. Monkey Bird City is located on a thickly wooded valley surrounded on all sides by 800', treacherous mountains. The city is built into the trees themselves, and, due to the heavy cover of the tree tops, the city is not visible from the air.

Each tree holds from two to four wooden structures, which are under ten feet in diameter, and, although they are sturdy and well built, appear to be nothing more than large nests with dome shaped roofs.

Monkey Bird City is over a mile in circumference and has a population of twenty-three hundred. Although most Monkey Birds choose to fly from location to location, the entire city is connected by a vast series of tunnel vines, which are large hollow vines that grow up to eight feet in diameter. These vines offer protection from the weather and predators and allow access to al points of the City.

If the City is approached by an unknown individuals, between 1D12 Monkey Bird Warriors fly down to question them.

If the unknown individuals are non-threatening, the Monkey Birds quickly befriend them and welcome them into their city. If deemed trustworthy, they introduce the outsiders to their queen.

The Queen greets them in a friendly manner, and like her warriors, she willingly befriends all honest individuals. After becoming acquainted, she asks her visitors to help free a number of capture Monkey Birds that are being held in the Slave Market at Pandawa City. She also offers the characters any equipment that they may need to accomplish the task. However, she does not risk sending Monkey Birds with the party for fear that they too will be captured and sold as slaves.

DM NOTE: Details of this mission and how it is accomplished are left up to the DM. However, whatever the mission, it should be difficult to accomplish.

If this is agreed to, and the mission is successful, the Monkey Bird Queen rewards her helpers with the sixth Treasure of Rule.

DM NOTE: The Queen offers this reward whether or not the character's on a Treasure Quest.

The fifth Treasure of Rule is a single stone set in the Queen's crown, which, due to its magical nature, prevents itself from being found by mystical means.

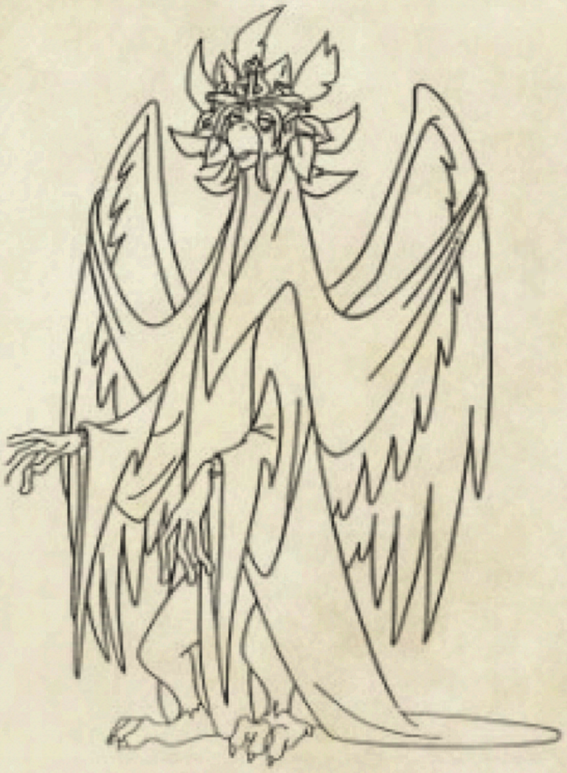
From this point on, the visitors are honored guests in the Monkey Bird community and are given any aid that is

Despite being a very old Monkey Bird, the Queen has an aura about her that befits one of royalty. She is highly intelligent and places the safety of her community above all else.

Although when first met she appears aloof, she is merely determining her guests' intentions and is trying t judge their character. Through years of dealing with individuals and meting out justice, the Queen is a great judge of character, and there is a 85% chance that she is able to detect any falsehood that she is told. If the Queen believes that she is being lied to, she immediately summons 1D10 Monkey Bird Warriors and orders them to remove the offending individual(s).

Although tolerant of all races, the Queen has an intense hatred for Pandawa and its population. If given the chance, she would willingly destroy the city and its entire population. If she believes that anyone has the power to accomplish this, or to free her enslaved people, she attempts to enlist them for her cause.

The queen willingly aids anyone she befriends, but she only gives the Treasure of Rule to those individuals who have done something meritorious for the Monkey Bird Community—such as freeing slaves from Pandawa.



THE FLOATING ISLAND OF UNDAR

CLIMATE: (see following)
POPULATION: 2 Game Players, & Creatures
TREASURE OF RULE: No

HISTORY

The Floating Isle of Keth are a group of islands that float around Mer as if on some unseen wind. Most are unexplored. But one of them, the Island of Undar, is home and personal playground for two humanoids that refer to themselves as Game Players.

For years, these creatures thrived on gambling and wagered on every possible event. As time progressed, they grew bored with every day events and longed for a game so exciting that they would never grow tired of it.

Thus, The Game was born.

Unfortunately, although they loved The Game, no one was willing to play it for them. Therefore, they constructed a special hidden land where their "players" had no choice but to play The Game. Thus, the island of Undar was made.

At first, ships freely stopped at this newly created land mass, not recognizing it for what it truly was. However, as time passed, and word of the horrible game spread, ships steered far and wide of Undar, and again, the Game Players were left without players.

To solve this problem, they used their great magical abilities to encase the entire island with a large air bubble and created a device which allowed it to submerge and resurface at will. Now, Undar travels freely and may appear anywhere at any given time, even breaking away from the Isle of Keth.

DM NOTE: You may either place this island at a random location or assign a percent chance that it is encountered by the players for each day they are at sea.

GEOGRAPHY

Undar is perhaps the most interesting land mass on Mer, for it is located underwater much of the time. It is a small island, measuring less than three miles in diameter, but it has every topological feature possible. Rain forests flow easily into glacial regions, and desert terrain quickly dissolves into lush grasslands. Rivers and small ponds dot the landscape, and tall buttes are located throughout. The entire island is surrounded by tall, hundred foot rock spires that stretch upward until they end in sharp, jagged points.

The island remains submerged until a ship passes over it. At this point, there is an 85% chance that large columns of stone erupt directly under it, and lift the entire ship sixty feet into the air. As soon as this occurs, another 150’ rock column rises upward, and the Game Players appear.

Once the Game Players appear, they offer the ship’s crew a choice. They can either be dropped from sixty feet, effectively destroying their ship, or they can play The Game for their freedom! If their offer is refused, the column of rock supporting the ship quickly retracts, and the ship plummets to the ocean, sustaining 5D10 points of hull damage. From this point on, there is a 60% chance per round that a jagged column of rock bursts upward through the ship, causing 1D20 points of hull damage. This occurs until the ship is sunk or has traveled outside of the island’s perimeter.

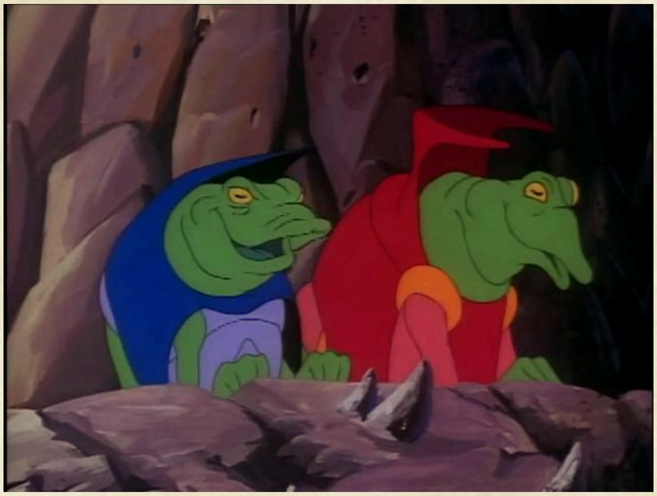
POPULATION

There are only two individuals on Undar, the Game Players, both of whom are powerful Ecomancers. All of the other inhabitants of the island are creatures that are kept for use in The Game.

Once The Game has started, the Game Players place large wagers on how long it will take their captives to reach freedom, how many creatures they will kill and any other part of The Game upon which they can wager.

THE GAME

Any number of players may participate in The Game, with anyone agreeing to play being teleported to the west end of Undar. (It is left to the MP to determine the number of individuals who may play The Game at any given time.)



The rules of The Game are simple, being nothing more than having its players successfully navigating their way from one side of Undar to the other. Of course, they have to traverse quicksand, rapids, waterfalls, pits, fluorescent geysers, and a multitude of other natural hazards. In addition to this, they must test their fighting ability against the dreaded denizens of Undar.

Although the Game Players are fair judges, they created The Game so the odds are with them. Therefore, any magical items or weapons that the characters possess may not be used. Also, movement spells do not work on Undar.

The island (playing area) is not consistent, and not only changes each time it is visited but also every ten minutes. Therefore, when The Game is in session, the DM should roll 2D8 and consult the following chart to determine what transpires next. The Game is over when the players are dead or they have reached the end of the playing area.

Once everything has been explored in an area, and the creatures have been destroyed, simply roll the 2D8 again to see what the players encounter next.

Although the terrain is randomly chosen, all of the creatures encountered by the players should remain with them until the creatures or the players have been killed.

DM NOTE: This is only one option on how to play The Game. The MP should feel free to create new and unique traps, set a time limit, add creatures or set up a permanent non-random game in order to meet his campaign’s needs.

ENCOUNTER CHART

The number given in front of the following descriptions are the number rolled on 2D8.

2. PIT

A hidden trapdoor opens beneath the characters causing them to slide down a slick tunnel for 150' before dropping them into the middle of a muck-filled lake 20' deep and 30 yards wide. Anyone falling sustains 1D12 bludgeoning damage from the fall, and make a DC 14 Swim check or sink. Just as the characters reach the shore, two Hube appear from underwater directly behind them and attack (see the HUBE statblock for details).

3. OPEN, LEVEL GRASSLAND No dangers encountered.
4. GEYSER ERUPTS A 40' column of bright, multicolored, scalding water vents upward causing everyone within a 50' radius to sustain 3D12 fire damage.
5. QUICKSAND A patch of solid-looking ground is nothing more than a layer of plants over a treacherous 25' deep mud pit. Anyone caught in the mud sink 2' per minutes until he is completely submerged. Anyone caught in this quicksand must be aided by outside means or there is no escape.
6. BEAUTIFUL POND The land quickly changes into a flowery glade with a 10' wide shallow pond in its center. The water is crystal clear and calm, and there is no danger in sight. However, the water in the pond is a Self Love potion, and a DC 18 Wisdom save must be made, with failure resulting in the character falling madly in love with his reflection and refusing to leave. Once this happens, only magic is able to free the afflicted individual from the enchantment. If force is used to remove the afflicted individual, he becomes violent and fights to remain near the pond.
7. FLOATING SKULL Amongst a group of flowering shrubs is a single skull that is floating 6' off the ground. If anyone comes within 10' of it, a neck, torso and legs quickly grow from the head, and a whole skeleton appears and immediately attacks. If no one approaches the skull, it yells for someone to come near and bury it so that it may rest in peace. This is a lie, and it immediately attacks when anyone comes within range.

The skull cannot be destroyed and appears back in its original location as soon as the body is destroyed. Once back, it may animate again as soon as anyone steps within 10' of it. (See statblocks.)

8. THE PEAK The terrain turns rocky and treacherous, and the only safe route is a single, 2' wide path leading up a steep hillside, with the walk up being uneventful. However, as soon as its peak is reached, two Gaziers are found blocking the path downward, and the players may not continue until the creatures are defeated (see the GAZIER statblock for details).
9. WELL A single brick well, no more than 3' in height and 4' in diameter, rests directly among an outcropping of trees. If the well is examined, a spiral slide leading into the darkness is noticed. The blackness is impenetrable. Anything dropped into the well slides quickly out of sight after the first few seconds. If an individual slides down, there is a 50% that he appears back where he started The Game, and therefore, must start over.
10. THE BRIDGE The land abruptly ends at the base of a 200' chasm with a narrow wooden bridge across it. The bridge is supported by heavy chains that are set in marble columns, two on either side of the chasm. Standing at the far end of the bridge is an Et, with its shark head in constant control of its body (see the ET statblock for details). The instant anyone attempts to cross the bridge, the Et rushes to impede their bridge crossing and immediately attacks. Once the Et is destroyed, the bridge may be easily and safely crossed.
11. GRASSLANDS The ground has become lush and rich with 2' to 3' high grass. A gentle breeze carries the fragrance of thousands of wildflowers, and a more beautiful area could not be imagined. However, the players are attacked by 4 Rim (see the RIM statblock for details).
12. WATERFALL A narrow rocky gorge leads directly to an 8' wide waterfall with a 1' wide crevice leading to apparent safety just behind it. The water from the falls forms a small pool at the crevice's mouth, then flows quickly downward and out of sight into numerous holes at its base. There is n way out of this gorge except through the crevice, and there is no way to avoid getting drenched by the water when the crevice is entered.

Anyone coming in contact with the water must immediately roll against his MR or immediately begins to disrobe, bath and sing loudly, and continues to do so until a Remove Curse spell is cast on him. Touching or drinking the water does not cause harm, only complete immersion (walking under it) causes its effects to be felt. For each minute that there is singing, there is an 85% chance that 1D4 creatures of the DM's choice appear and attack everyone present.

13. MESSAGE IN A BOTTLE The players come across a swiftly moving, 4’ wide stream with a corked bottle floating in the middle of it. Although the water’s momentum is fast, the bottle remains stationary as the water rushes by it. The stream is not deep and can easily be crossed.

However, if anyone tries to retrieve the bottle, it floats downstream just slightly out of his reach, and only a success DC 12 Dex check grab the bottle. The bottle is normal in all aspects, ad it is apparent that there is a rolled up piece of parchment in it. It opens easily, and, if read, the note states:

DANGER! THIS NOTE IS THE PROPERTY OF AGUA THE WATER ENTITY. PLEASE DO NOT TOUCH OR OPEN THIS BOTTLE!

As soon as the note is read, the water begins to form into a 14’ tall Water Entity, in the shape of a turbulent wave. It then crashes over and attacks the person who opened the bottle (see the statblock creature sheet for details).

14. GLACIER The air suddenly becomes bitter cold and the ground under foot turns to solid ice. The wide wails mournfully, and everyone is pelted by thousands of tiny, stinging ice pellets. Due to conditions, visibility is halved, and anyone who engages in melee does so with disadvantage. As soon as the characters enter this area, they are attacked by 2D6 missile-throwing Coldlings (see the COLDLING statblock for details).
15. HEAVY JUNGLE The players find themselves in the middle of an almost impassible jungle. Movement is halved and they must cut their own path to proceed forward. It takes at least 30 minutes to cut through this terrain. For each 10 minutes of travel, there is an 85% chance that two Beast Bushes attack the characters, and due to the heavy foliage, there is a 90% chance that the Beast Bushes are not noticed until it is too late (see the BEAST BUSH statblock for details).
16. DESERT The ground is dry and barren, and only an occasional tumbleweed shows that there was any life here at all. The sun beats down mercilessly, and everyone is immediately covered with sweat. Everything is quiet for 20 minutes. However, immediately after that, two Spiwak, apparently coming out of nowhere, appear and attack (see the SPIWAK statblock for details). WINNING/LOSING THE GAME

All winners are immediately teleported back to their ship, where the Game Players await their arrival. The Game Player who bet on the players seems ecstatic and beams broadly as he collects his winnings from his counterpart. The loser is quiet and sullen and only speaks in mumbles. Once the money is exchanged, they wish the players a fair adieu, at which time the columns entrapping their ship(s) slowly lower, and the island sinks from sight. Any game participant killed while participating in The Game is immediately teleported back to his ship, and no mention of him is made o the contestants until The Game is completed. At this time, the Game Players graciously offer to restore him to life, with the price for this service being him playing another round of The Game—or other price at DM discretion.

BANJAMAAR

CLIMATE: Tropical

POPULATION: Banjamaarians

TREASURE OF RULE: No

HISTORY

Unknown

BOULDER RING

Banjamaar is a remote island that is encircled by a wall of large flying boulders. This ring of boulders stretches from one hundred yards under water to over three miles above the surface of the water. These rocks constantly circle the island at speeds of over 500 miles an hour, effectively destroying anything that they hit. Only the use of magic or the ability to breathe underwater enables one to get through this ring of death. For example, teleporting directly onto the island or casting a Water Breathing spell in order to swim below the rocks are just two methods that allow a character to circumvent the boulders.

THE VISION

The moment the ring of boulders is successfully navigated, the spectral image of King Primus appears before all present. He warns that Mer is in great peril and only that the ringing of the “great bell” can save the planet. Once these words are spoken, the image fades away and all returns to normal.

In reality, Primus has nothing to do with this vision. It was caused by the Dark Dweller in an effort to fool the characters into freeing a Kiroptus that was trapped by the magic of the Banjamaarians. (See THE BELL CHAMBER in the following section for more information.)

GEOGRAPHY

The shore of Banjamaar appears as a rugged, barren coastline, with 20’ waves pounding thunderously off of mile-high cliffs. At this point, it quickly becomes apparent that the only place to dock on this island is along the 8 mile stretch of beach in front of Banjamaar City.

The northern section of the island is tropical in nature, with temperatures averaging well over eighty degrees. It is here that the last remaining Banjamaarian city is located. The city stretches eight miles from east to west and two miles to the north and south, with the long section bordering the sea. Its dwellings consist mainly of hundreds of igloo-shaped bamboo huts, with walls made of mud and roofs made from the abundant palms that cover the area.

Although the northern section of the island is warm, the location of Banjamaar and the influence of Mer's two moons have wreaked havoc with the rest of Banjamaar's weather.

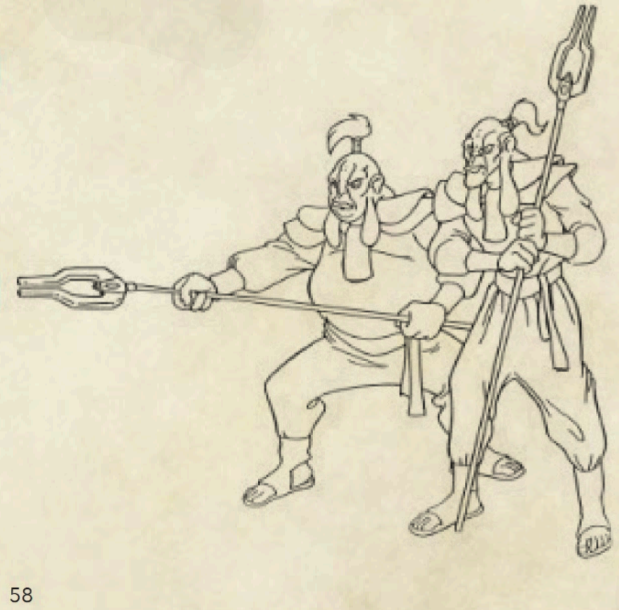
The southern part of the island is covered with snow, and temperatures often dip well below freezing once night falls. Glacial activity is common, and there is always at least 1' of snow covering the area.

The eastern and western parts of the island are barren wastelands, with temperatures often exceeding 115 degrees Fahrenheit at mid-day. The entire area is covered with coarse black sand, and the only evident plant life is sage brush and an occasional cactus. Water is nowhere to be found, and anyone traveling through this area must being a supply or risk death by dehydration.

POPULATION

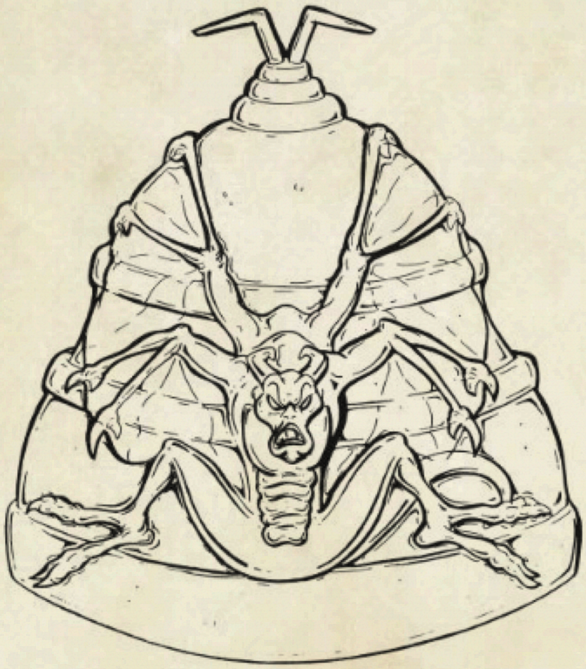
The only populated area is the city of Banjamaar, on the island's northern shore. At one time, thousands of Banjamaarians occupied this city. However, they are now a dying race, and it is believed that the remaining 300 Banjamaarians living here are the last of their kind. Being a shy, unobtrusive people, anyone entering the city is viewed with suspicion and avoided if at all possible. Although the city is large, its inhabitants live only in the southern most section, and it is here that all activity takes place. The rest of the city is nothing more than a ghost town.

Anyone remaining in the city for more than an hour finds himself being openly followed by 2D8 members of the Banjamaarian militia. They do not interfere with the characters in any way and withdraw if confronted. However, once the characters resume moving, the militia reappears and follows along until the characters leave the city.



THE BELL CHAMBER

Located in the exact center of town is a 50' high bellshaped building, with a single, open-arched doorway in the center of its western wall. It is apparent that the Banjamaarians avoid this structure, although if asked, no one says why. If an outsider attempts to enter the structure, Banjamaarians immediately leave the area, and the militia that have been shadowing the characters orders the entering character to stop. If obeyed, the militia explains that a horrible creature is trapped within a great bell, located in the structure, and no one is allowed to enter it for fear of releasing the evil beast. If questioned, the militia explains that if the bell is rung, the horrible beast will be freed. Even if the guards are told of the vision of Primus, they stand firm and do not allow access to the bell.



If the characters ignore the warning, the militia immediately attacks, fighting to the death. If this occurs, anywhere within 10' of the bell, there is an 80% chance that a weapon accidentally strikes it, causing a deep, hollow ringing to sound.

If all of the guards are killed and the structure entered, only a single golden gong is seen situated directly in the middle of the chamber. If it is struck, the same hollow ringing occurs.

No matter how it is struck, the sound emanates for 15 seconds before dying in the wind. The moment the sound stops, the features of a huge Kiroptus begins to form along the bell (see the KIROPTUS creature sheet for details). Just seconds later, the creature becomes threedimensional and comes to life. Immediately upon forming, the Kiroptus places itself between the gong and everyone else present, for if the gong is rung again within 1 minute, the magic of the bell sucks the creature back into its intra-dimensional prison.

If the gong is not rung during this time, the bell begins to dissolve and is completely gone within 5 minutes. If this occurs, the Kiroptus lets out a triumphant yell of freedom and attempts to return to its master. From this time on, the Dark Dweller knows who freed its pet, the Kiroptus, and harasses that person (the degree of harassment is at DM discretion).

FLOATING CORAL REEF

The Floating Coral Reef is a free-floating type of coral that has been the bane of Merian ships for hundreds of years. The reef is 160 miles in diameter and floats at speeds up to 25' per hour while usually remaining just three feet below the water's surface. Each day the characters are at sea, there is a 5%, non-cumulative chance that the ship they are on runs into the reef. When waves reach over 20' in height, there is a 25% chance that the reef submerges and travels underwater for 1D4 days. If this occurs, there is a 10%, noncumulative chance per day that the reef surfaces directly under the ship.

If a ship is actively searching for the reef or is trying to follow or pace it, there is a 90% chance per 10 minute period that the reef suddenly changes its course and traps the ship.

Once a ship becomes trapped on the reef, the crew has to wait until the seas become rough again in the hopes that the reef sinks, thus enabling the ship to float free. (DM NOTE: It is possible that magic could be used to free a ship. For example, a water entity or a Raise Water spell could theoretically float the ship free.)

Even though countless ships have been trapped or wrecked on the floating reef, very little remains of their presence. This is because most items are washed away when the reef submerges, or they simply float away in the strong tide that is produced by its movement.

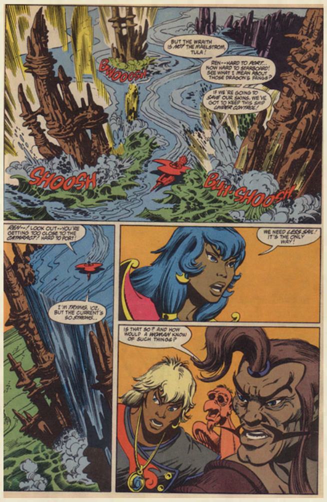
The only item of value on the reef is the first Treasure of Rule, which is hidden within a Gold Fish (see the GOLD FISH statblock for details) near the center of the reef.

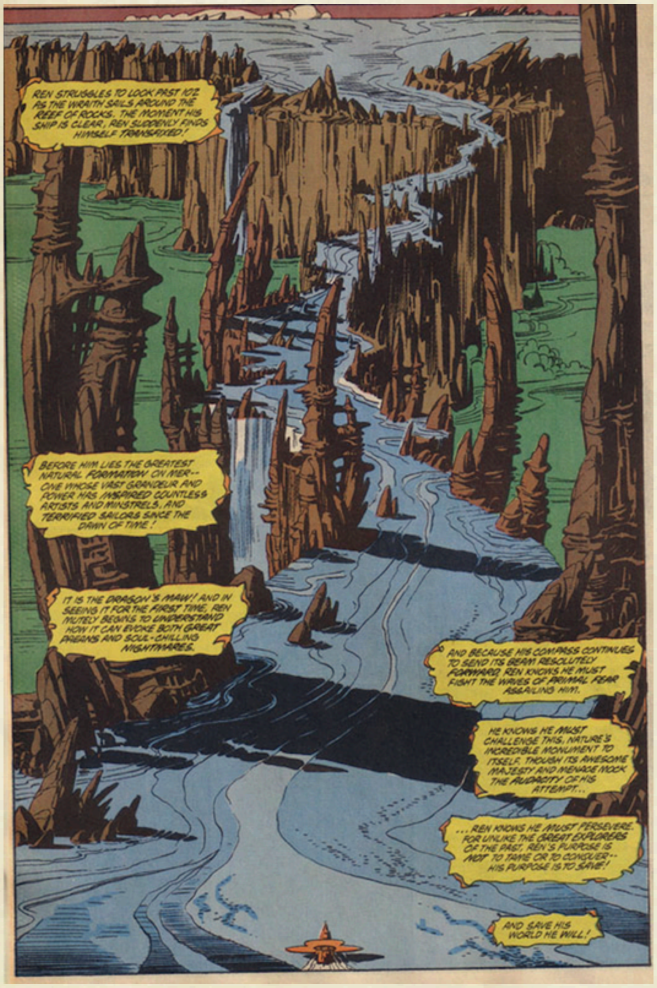
In order to retrieve the Treasure, it is necessary to traverse the reef, and, due to the strong current, there is an 85% chance per minute that anyone in the water is swept off his feet and carried 50 yards per minute until his footing is regained.

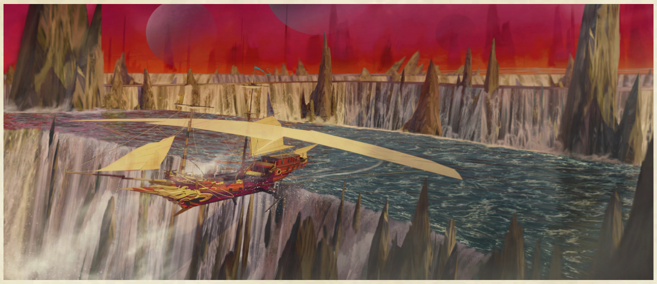
Due to the abundance of fish living in the coral, many predators dwell here also. Therefore, for each hour spent on the reef there is a 50% chance that a creature is

DRAGON'S MAW

This unique landmark is the most wondrous feature on Mer, being an elevated river running over the top of a mountain range that rises hundreds of feet above the sea, thus forming a multitude of waterfalls which spill over and between the mountains—refer to the WORLD OF MER MAP for its location.


BUT THE WRAITH IS NOT THE MAELSTROM, TULA!
BWOOOOSH
REN--HARD TO PORT... NOW HARD TO STARBOARD! SEE WHAT I MEAN ABOUT THOSE DRAGON'S FANGS?
IF WE'RE GOING TO SAVE OUR SKINS, WE'VE GOT TO KEEP THIS SHIP UNDER CONTROL!
SHOOSH
BUH-SHOOOSH
REN--! LOOK OUT--YOU'RE GETTING TOO CLOSE TO THE CATARACT! HARD TO PORT!
I'M TRYING, IOZ, BUT THE CURRENT'S SO STRONG...
WE NEED LESS SAIL! IT'S THE ONLY WAY!
IS THAT SO? AND HOW WOULD A WOMAN KNOW OF SUCH THINGS?


REN STRUGGLES TO LOOK PAST IOZ AS THE WRAITH SAILS AROUND THE REEF OF ROCKS. THE MOMENT HIS SHIP IS CLEAR, REN SUDDENLY FINDS HIMSELF TRANSFIXED!
BEFORE HIM LIES THE GREATEST NATURAL FORMATION ON MER-- ONE WHOSE VAST GRANDEUR AND POWER HAS INSPIRED COUNTLESS ARTISTS AND MINSTRELS, AND TERRIFIED SAILORS SINCE THE DAWN OF TIME!
IT IS THE DRAGON'S MAW! AND IN SEEING IT FOR THE FIRST TIME, REN MUTELY BEGINS TO UNDERSTAND HOW IT CAN EVOKE BOTH GREAT DREAMS AND SOUL-CHILLING NIGHTMARES.
AND BECAUSE HIS COMPASS CONTINUES TO SEND ITS BEAM RESOLUTELY FORWARD, REN KNOWS HE MUST FIGHT THE WAVES OF PRIMAL FEAR ASSAILING HIM.
HE KNOWS HE MUST CHALLENGE THIS, NATURE'S INCREDIBLE MONUMENT TO ITSELF, THOUGH ITS AWESOME MAJESTY AND MENACE MOCK THE AUDACITY OF HIS ATTEMPT...
...REN KNOWS HE MUST PERSEVERE. FOR UNLIKE THE GREAT EXPLORERS OF THE PAST, REN'S PURPOSE IS NOT TO TAME OR TO CONQUER-- HIS PURPOSE IS TO SAVE!
AND SAVE HIS WORLD HE WILL!



The water within the Maw floats at extreme speeds, and there is always a 50+ mile per hour wind blowing in a northerly direction. Therefore, the Maw may only be entered from its southern side. Once entered, all ships are carried along at speeds in excess of 60 miles per hour, and only minimal navigation is allowed. Due to this, there is a 45% chance per 10-minute period that the ship remains in the Maw that is carried over one of the numerous waterfalls and smashed on the rocks below. There is only one calm area in the Maw—a 50' bay located exactly in the Maw's center—and it is here, in an abandoned crumbling tower, that the second Treasure of Rule is housed.

Due to the strength of the wind, there is a 70% chance per minute that anyone flying near or scaling the tower and carried along with the wind 1D100 feet. The results of such an event are left to the DM's discretion.

ISLAND OF THE ATANI

CLIMATE: Subterranean

POPULATION: 100% Atani

TREASURE OF RULE: No

HISTORY

The Island of the Atani is a hidden gem within the seas of Mer, known for its labyrinthine tunnels and the mysterious Atani people who inhabit its subterranean city. The Atani, also known as Antari, are a race of 7-foot-tall albino humanoids who have adapted to living underground to avoid the harsh sunlight. Their society is one of secrecy and seclusion, preferring to interact only with their own kind unless absolutely necessary.

Ren and his crew stumbled upon the Atani while evading Bloth's massive ship, the Maelstrom. They navigated through the maze-like tunnels and were eventually captured and brought before the Albino King. Despite initial trust issues caused by Ioz and Tula's individual actions—pilfering gold and stealing manifests respectively—Ren's selflessness earned the King's pity, and the crew was allowed to leave under the condition they never return.

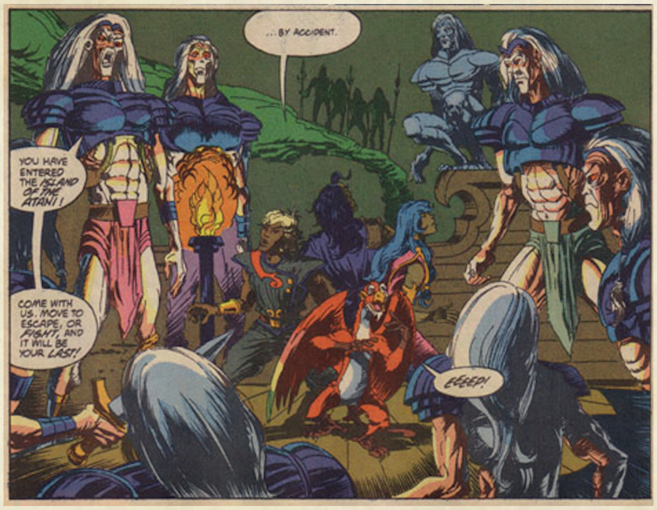
GEOGRAPHY

The Island of the Atani features an extensive network of tunnels and caverns, forming a labyrinth that only the Atani truly understand. The subterranean city is a marvel of ancient craftsmanship, with intricate stone carvings and structures that reflect their expert skill in working with precious stones and minerals. The city is hidden beneath lush tropical forests and rocky cliffs, with entrances cleverly concealed to avoid detection by outsiders.

POPULATION

The Atani are a private, reclusive race who live in magnificent underground cities. They are known for their albino appearance and towering stature. Despite their reclusiveness, they are not hostile to humans and will cooperate if the situation demands it. Their society is built around craftsmanship, particularly in carving small, intricate items from precious stones.

The Atani are sworn enemies of the Scon, viewing them as vermin to be eradicated. This animosity often leads to conflicts, though uneasy truces can occur if necessary for a common goal.


...BY ACCIDENT.
YOU HAVE ENTERED THE ISLAND OF THE ATANI!
COME WITH US. MOVE TO ESCAPE, OR FIGHT, AND IT WILL BE YOUR LAST!
EEEEP!

PLACES OF INTEREST

THE SUBTERRANEAN CITY

The heart of the Atani civilization, this underground city is a wonder of architecture and craftsmanship. It serves as the primary residence and hub of activity for the Atani people.

THE LABYRINTH

A complex network of tunnels and caverns that span the island. It is both a defense mechanism and a way of life for the Atani, providing them with security and isolation from the outside world.

THE ROYAL PALACE

The residence of the Albino King, this palace is a testament to the Atani's skill in stone carving and architecture. It houses the royal family and serves as the center of governance.

THE ROYAL LIBRARY

A repository of Atani knowledge and history, the library contains ancient texts and manifests that are crucial to understanding the Atani way of life. It was here that Tula stole mysterious manifests during their visit.

THE SLAVE PITS

An unfortunate testament to the island's darker history, these pits were used by slavers who once invaded the island, capturing Monkey Birds and other creatures for forced labor.

CRAFTSMEN'S QUARTERS

The area where Atani craftsmen work, known for producing intricate carvings and valuable artifacts from precious stones. Their work is highly sought after throughout Mer.

SPECIAL FEATURES

MYSTICAL WOOD

The mystical trees on the island are used to construct the Wraith, a ship with a life-force of its own, adding to the island's mysterious and magical reputation.

PORT SERAPHIS

CLIMATE: Temperate Coastal
POPULATION: Diverse; Humans, Merfolk, Traders
TREASURE OF RULE: No

HISTORY

Port Seraphis, situated just south of the Abbey of Galdebar, is a moderately sized town known for its bustling harbor that caters to the numerous ships passing through the region. The town has grown significantly over the years due to its strategic location, becoming a hub for trade and commerce in the region. Its proximity to the Abbey of Galdebar, a place of learning and religious significance, adds to its importance, attracting scholars, pilgrims, and merchants alike.

The town's history is marked by its resilience and adaptability. Founded as a small fishing village, it quickly expanded into a vibrant port town as trade routes developed. The local governance has always been focused on maintaining peace and order, ensuring that Port Seraphis remains a safe haven for travelers and traders.

GEOGRAPHY

Port Seraphis is characterized by its temperate coastal climate, with mild winters and warm summers. The town is built around a natural harbor, providing ample docking space for various types of vessels. The surrounding landscape features rolling hills and fertile plains, which support the town's agriculture and provide a scenic backdrop.

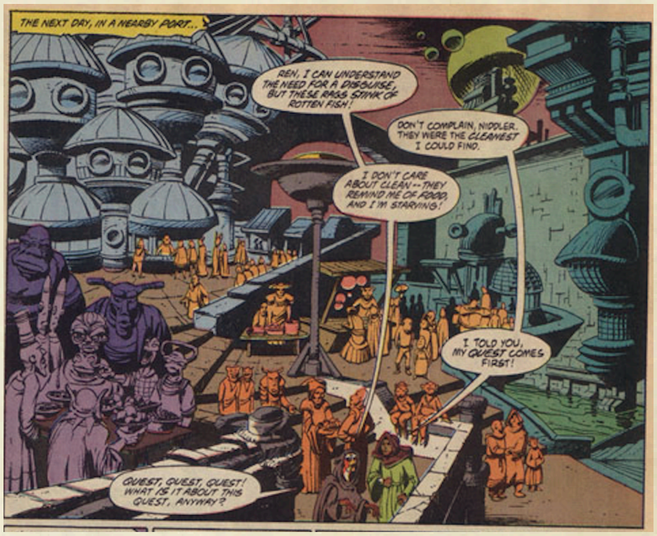
POPULATION

Port Seraphis boasts a diverse population, consisting mainly of humans but also including Merfolk and traders from different parts of Mer. This cultural diversity is reflected in the town's architecture, cuisine, and traditions. The local economy thrives on trade, fishing, and agriculture, with a strong emphasis on hospitality services for visiting sailors and merchants.

PLACES OF INTEREST

THE HARBOR

The heart of Port Seraphis, the harbor is always bustling with activity. It features numerous docks and warehouses, and is equipped to handle everything from small fishing boats to large merchant ships. The harbor is well-guarded, ensuring the safety of the vessels and goods.


THE NEXT DAY, IN A NEARBY PORT...
REN, I CAN UNDERSTAND THE NEED FOR A DISGUISE, BUT THESE RAGS STINK OF ROTTEN FISH!
DON'T COMPLAIN, NIDDLER. THEY WERE THE CLEANEST I COULD FIND.
I DON'T CARE ABOUT CLEAN -- THEY REMIND ME OF FOOD, AND I'M STARVING!
I TOLD YOU, MY QUEST COMES FIRST!
QUEST, QUEST, QUEST! WHAT IS IT ABOUT THIS QUEST, ANYWAY?

THE MARKETPLACE

A vibrant area where traders from all over Mer converge to sell their goods. The marketplace is known for its wide variety of products, from exotic spices and textiles to local crafts and fresh seafood.

THE TAVERN DISTRICT

This lively part of town is home to numerous taverns and inns, providing food, drink, and lodging to travelers. It is also a place where sailors share tales of their voyages, making it a hub for news and stories from across the seas.

THE DOCKYARD

Adjacent to the harbor, the dockyard is where ships are built, repaired, and maintained. Skilled craftsmen and laborers work tirelessly to keep the maritime industry thriving.

THE FISHERMEN'S WHARF

An area dedicated to the town's fishing industry, the wharf is where local fishermen bring in their daily catch. It's also home to fish markets and seafood restaurants, offering the freshest produce.

SPECIAL FEATURES

COASTAL DEFENSES

Port Seraphis is equipped with coastal defenses to protect against pirate attacks and other maritime threats. These include watchtowers and fortified walls that guard the harbor and town.

NAUTICAL FESTIVALS

The town is known for its vibrant nautical festivals, celebrating its maritime heritage with boat races, seafood feasts, and cultural performances. These events attract visitors from far and wide, adding to the town's lively atmosphere.

Port Seraphis stands as a testament to the enduring spirit of its inhabitants, thriving as a key maritime and cultural hub in the world of Mer.

THE SANDS OF ZANDARA

CLIMATE: Arid Desert
POPULATION: None (Transient)
TREASURE OF RULE: Unknown

HISTORY

The Sands of Zandara is a vast and treacherous desert island located in the world of Mer. This inhospitable land is known for its scorching temperatures, endless dunes, and occasional deadly sandstorms. Despite its harsh conditions, Zandara holds many secrets and untold stories beneath its shifting sands.

Legends tell of ancient civilizations that once thrived on this island, leaving behind ruins and relics buried under the desert's endless expanse. These stories have drawn adventurers and treasure seekers for centuries, hoping to uncover the mysteries and wealth hidden within Zandara.

GEOGRAPHY

Zandara is characterized by its expansive sandy terrain, dotted with rocky outcrops and the occasional oasis. The island's landscape is ever-changing, as strong winds constantly reshape the dunes. During the day, temperatures soar to unbearable heights, while nights can be surprisingly cold.

POPULATION

There are no permanent settlements on the Sands of Zandara due to its extreme conditions. However, it is not entirely devoid of life. Nomadic tribes and adventurers occasionally pass through, seeking refuge in the oases and exploring the ancient ruins. Additionally, some hardy desert creatures have adapted to the harsh environment, adding a touch of life to the barren landscape.

PLACES OF INTEREST

THE OASES

Scattered across the desert are several small oases, offering respite from the relentless heat. These oases are crucial for any travelers crossing Zandara, providing water, shade, and a brief sanctuary.

THE RUINS OF THE ANCIENTS

Deep within the desert lie the remnants of an ancient civilization. Crumbling temples, forgotten monuments, and hidden underground chambers can be found here, often covered by the shifting sands. These ruins are believed to hold valuable artifacts and knowledge from a bygone era.

THE CRYSTAL CANYON

A hidden gem in the desert, the Crystal Canyon is a narrow gorge lined with shimmering crystals that reflect the sunlight in a dazzling display. It is a place of beauty and danger, as the canyon is also home to various predators.

SPECIAL FEATURES

THE SHIMMERING SANDS

Certain areas of Zandara's desert are known as the Shimmering Sands, where the sand grains possess a unique, reflective quality. These sands can create mesmerizing mirages, confusing travelers and making navigation difficult.

S### ANDSTORM SEASON Zandara experiences periodic sandstorms that can last for days. These storms are extremely dangerous, capable of burying anything in their path under tons of sand and causing severe disorientation for anyone caught in them.

The Sands of Zandara remains one of Mer's most mysterious and perilous locations, drawing only the bravest and most determined adventurers to its arid expanse.

QUORANDAL

CLIMATE: Temperate Coastal

POPULATION: 60% Kree, 30% Human, 10% Other Races

TREASURE OF RULE: Unknown

HISTORY

Quorandal is a unique island nation predominantly ruled by the Kree, an ancient race of forest dwellers known for their harmonious relationship with nature. The migration of the Kree to Quorandal is a significant deviation from their typical forest habitat, suggesting a historical event or series of events that led them to adapt to coastal and maritime life. Despite this shift, the Kree have maintained their traditional values and customs, integrating them into their new environment.

The Kree of Quorandal have built their dwellings to blend seamlessly with the island's natural beauty, using only local materials and constructing homes that enhance the surrounding foliage and terrain. The Kree are known for their long golden hair, deep blue eyes, pointed ears, and canine teeth. They are a friendly and social race, often interacting with humans and other races on the island.

Quorandal's history is marked by periods of conflict and peace with its neighboring island nation, Veradon. These two maritime powers have competed for resources, trade dominance, and territorial control for centuries. However, there have also been times of cooperation and mutual benefit, especially when external threats loomed over both nations.

GEOGRAPHY

Quorandal is characterized by its lush coastal landscapes, dense forests, and rolling hills. The island's natural beauty is preserved through the Kree's careful and respectful use of the land. The Kree have built small, scattered communities, each housing no more than twenty individuals to minimize their impact on nature.

POPULATION

The majority of Quorandal's population is made up of Kree, with a significant minority of humans and other races who have integrated into the island's society. The Kree are ruled by a council of elders who make decisions on matters of importance and communicate new laws through runners who spread the word across the island.

PLACES OF INTEREST

THE COUNCIL GROVE

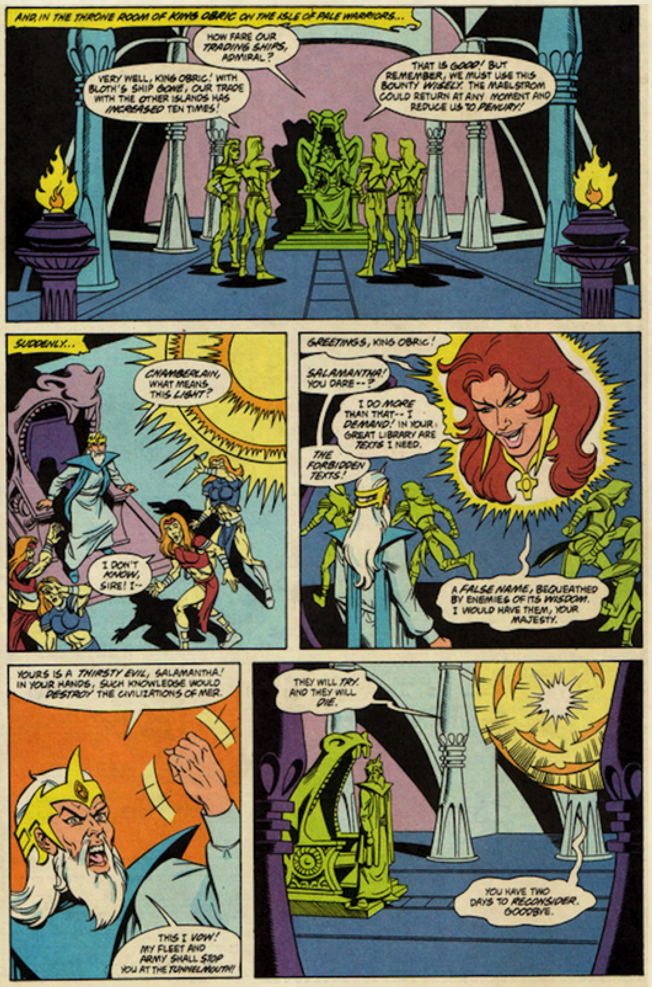
A sacred area where the Kree council of elders meets to discuss and decide on matters of importance. The grove is known for its ancient, towering trees and serene atmosphere.

THE HARMONY HAVEN

A beautiful coastal settlement where Kree and humans live together, featuring homes built into the cliffs and foliage, offering stunning views of the ocean.

THE SOLSTICE GROUNDS

A hidden location believed to be the site of the legendary Kree Gatherings during the summer and winter solstices. It is said to be a place of great spiritual significance and natural beauty.


AND, IN THE THRONE ROOM OF KING OBRIC ON THE ISLE OF PALE WARRIORS...
HOW FARE OUR TRADING SHIPS, ADMIRAL?
VERY WELL, KING OBRIC! WITH BLOTH'S SHIP GONE, OUR TRADE WITH THE OTHER ISLANDS HAS INCREASED TEN TIMES!
THAT IS GOOD! BUT REMEMBER, WE MUST USE THIS BOUNTY WISELY. THE MAELSTROM COULD RETURN AT ANY MOMENT AND REDUCE US TO PENURY!
SUDDENLY...
CHAMBERLAIN, WHAT MEANS THIS LIGHT?
I DON'T KNOW, SIRE! I--
GREETINGS, KING OBRIC!
SALAMANTHA! YOU DARE--?
I DO MORE THAN THAT-- I DEMAND! IN YOUR GREAT LIBRARY ARE TEXTS I NEED.
THE FORBIDDEN TEXTS!
A FALSE NAME, BEQUEATHED BY ENEMIES OF ITS WISDOM. I WOULD HAVE THEM, YOUR MAJESTY.
YOURS IS A THIRSTY EVIL, SALAMANTHA! IN YOUR HANDS, SUCH KNOWLEDGE WOULD DESTROY THE CIVILIZATIONS OF MER.
THIS I VOW! MY FLEET AND ARMY SHALL STOP YOU AT THE TUNNELMOUTH!
THEY WILL TRY. AND THEY WILL DIE.
YOU HAVE TWO DAYS TO RECONSIDER. GOODBYE.

VERADON

CLIMATE: Temperate Coastal

POPULATION: 80% Human, 10% Kree, 10% Other Races

TREASURE OF RULE: Unknown

HISTORY

Veradon is a powerful city-state and maritime nation located just north of the Sands of Zandara.

Predominantly inhabited by humans, Veradon has a rich history of seafaring, trade, and conflict. The nation's strategic position and natural harbor have made it a hub for commerce and a focal point for power struggles with neighboring Quorandal.

Veradon's relationship with Quorandal has oscillated between rivalry and cooperation. The two nations have a long history of conflicts over resources, trade routes, and territorial waters. Despite these tensions, they have also forged temporary alliances when faced with mutual threats, demonstrating a complex and dynamic relationship.

GEOGRAPHY

Veradon boasts a rugged coastline, fertile inland areas, and a bustling port city that serves as the heart of its economic and political power. The island's central location in the maritime trade routes of Mer has contributed to its prosperity and strategic importance.

POPULATION

Veradon is primarily populated by humans, but it also has a significant number of Kree and other races who have integrated into its society. The human population is known for its seafaring skills and entrepreneurial spirit, making Veradon a center for trade and commerce in the region.

PLACES OF INTEREST

THE LIGHTHOUSE OF VERADON

A massive, enchanted lighthouse off the coast of Veradon, operated by a Monkey Bird named Kriller. The lighthouse is remarkable for its ability to lift out of the water, providing a crucial navigational aid for ships approaching the island.

THE GRAND BAZAAR

The heart of Veradon's trade and commerce, the Grand Bazaar is a bustling market where merchants from across Mer come to buy and sell goods. It is a vibrant and diverse area, reflecting the island's cosmopolitan nature.

THE ROYAL DOCKYARDS

A heavily fortified area where Veradon's formidable navy is built and maintained. The dockyards are a symbol of the nation's maritime prowess and strategic importance.

INTERTWINED HISTORIES

The intertwined histories of Quorandal and Veradon are marked by a series of conflicts and alliances. Their proximity and competition for dominance in the region have led to numerous skirmishes and full-scale battles over the centuries. Despite these conflicts, both nations have occasionally found common ground, particularly when facing external threats or in times of great need.

The Kree of Quorandal, though traditionally non-seafaring, have adapted to their new coastal environment and become skilled sailors, contributing to the island's defense and trade. Veradon, with its strategic port and powerful navy, remains a dominant maritime power. The mutual respect and rivalry between these two nations continue to shape the political and economic landscape of the region.

STORMSPIRE

CLIMATE: Tropical

POPULATION: 60% Human, 30% Scon, 10% Other Races

TREASURE OF RULE: Unknown

HISTORY

Stormspire is a secluded island city-state located in the far southeastern reaches of the Seas of Mer. Historically, its strategic position has made it a vital trading hub, albeit heavily reliant on imports from other nations due to its isolation and limited natural resources. The city's economy and survival hinge on the goods brought in from surrounding regions, making trade relationships critical to its stability and prosperity.

The city of Stormspire is encircled by a large, formidable wall, constructed to protect its inhabitants from the frequent tropical storms and potential invasions. This wall has become a symbol of the city's resilience and determination to thrive despite its geographical challenges.

Stormspire's population is predominantly human and Scon, with a notable mix of other races who have settled there due to its trading opportunities and relatively peaceful environment. The Scon, known for their resilience and adaptability, have integrated well into the city's social and economic fabric, contributing significantly to its maritime and defensive capabilities.

GEOGRAPHY

The island of Stormspire is characterized by its lush tropical environment, with dense rainforests and fertile land in the interior. The coastline is rugged, with natural harbors that facilitate the city's reliance on maritime trade. Frequent tropical storms shape the island's landscape, contributing to its rich biodiversity.

POPULATION

Stormspire is home to a diverse population, with humans and Scon making up the majority. The city's demographics reflect its history as a trading hub, attracting individuals from various races and backgrounds seeking opportunities and safety within its walls. The Scon are particularly valued for their craftsmanship and seafaring skills, essential to Stormspire's economy and defense.

PLACES OF INTEREST

THE GRAND BAZAAR

Stormspire's bustling marketplace where merchants from across Mer come to trade. The Grand Bazaar is the city's economic heart, offering a wide array of goods from all corners of the seas. It is a vibrant area, reflecting the diverse nature of Stormspire's population.

THE WALL OF STORMSPIRE

A massive fortification encircling the city, designed to protect its inhabitants from natural disasters and potential threats. The wall is a marvel of engineering, built from locally sourced stone and reinforced with Scon craftsmanship. It stands as a testament to the city's resilience and determination.

THE SCON QUARTER

A district within Stormspire where the majority of the Scon population resides. The Scon Quarter is known for its unique architecture, blending traditional Scon designs with the island's tropical environment. It is a lively area, showcasing the Scon's cultural heritage and contributions to Stormspire.

THE HARBOR OF STORMSPIRE

A natural harbor that serves as the city's lifeline, facilitating the constant flow of imports and exports. The harbor is always bustling with activity, from fishing vessels to massive trading ships. It is also heavily guarded, reflecting the city's dependence on maritime trade.

THE TEMPLE OF THE SEA

A spiritual center dedicated to the worship of the sea gods, revered by both humans and Scon. The temple is a place of tranquility and reflection, offering solace to those seeking protection and blessings for safe voyages.

INTERTWINED HISTORIES

Stormspire's relationship with other maritime powers in the Seas of Mer is complex and multifaceted. Its reliance on imports has led to alliances with various city-states and trading nations, fostering economic interdependence. However, this reliance has also made Stormspire vulnerable to political and economic pressures from its trading partners.

The city's strategic location and natural harbors have made it a target for piracy and territorial disputes, necessitating strong defensive measures. The integration of the Scon, known for their martial prowess and craftsmanship, has been instrumental in fortifying Stormspire's defenses and ensuring its continued survival in a turbulent region.

Overall, Stormspire's history and development are a testament to the resilience and adaptability of its inhabitants, who have turned a remote, storm-prone island into a thriving, vibrant city-state.

THE SALT DUNES OF KARATH

CLIMATE: Arid

POPULATION: Minimal, mostly nomadic traders and laborers

TREASURE OF RULE: Unknown

HISTORY

The Salt Dunes of Karath are a vast, barren expanse of land characterized by their immense salt flats and dunes. These dunes have formed over centuries, the result of ancient seabeds drying up and leaving behind thick layers of salt. Historically, the region was avoided due to its harsh environment and lack of water. However, over time, enterprising traders discovered the value of the salt deposits, leading to the establishment of small, transient communities focused on salt extraction and trade.

Despite its inhospitable conditions, the Salt Dunes have become a vital resource for the surrounding regions. The salt sourced here is of exceptional quality, making it highly sought after in markets throughout Mer. The extraction and transportation of this valuable resource have given rise to a unique, albeit small, economy based on the trade of salt.

GEOGRAPHY

The Salt Dunes of Karath stretch for miles, a seemingly endless desert of glistening white under the harsh sun. The landscape is dotted with salt flats, towering dunes, and the occasional rocky outcrop. Vegetation is sparse, limited to hardy, salt-tolerant plants that manage to eke out a living in this extreme environment. Water sources are rare, primarily consisting of a few underground springs and wells maintained by the local traders.

POPULATION

The population of the Salt Dunes is minimal and highly transient. Nomadic traders, laborers, and their families form the bulk of the inhabitants, moving between the dunes and nearby markets to sell their harvested salt. These individuals have adapted to the harsh conditions, developing methods to survive and thrive in one of the most unforgiving environments in Mer.

PLACES OF INTEREST

THE SALT FLATS

The heart of the Salt Dunes, these vast, flat expanses of crystallized salt are the primary source of the region's wealth. Workers harvest the salt by hand, using traditional methods passed down through generations. The flats are a stark, otherworldly landscape, beautiful in their desolation.

THE TRADE CAMPS

Scattered throughout the dunes, these small, temporary settlements are where the salt is processed and prepared for transport. The camps are a hive of activity during the day, with traders and laborers working tirelessly under the blazing sun. At night, the camps become a place of rest and camaraderie, with stories shared around campfires under the clear desert sky.

THE SALT CAVES

Hidden beneath the dunes are ancient caves filled with pure, untouched salt deposits. These caves are a dangerous but lucrative resource, with those brave enough to venture into them often returning with large quantities of high-quality salt. The caves are also steeped in local legends and superstitions, with many believing they are inhabited by spirits or creatures of the deep earth.

THE OASIS OF KARATH

One of the few water sources in the region, the Oasis of Karath is a small, verdant spot in the midst of the desert. It serves as a crucial rest stop for traders and travelers, offering a brief respite from the harsh environment. The oasis is carefully maintained and protected by those who rely on it for survival.

CULTURE AND ECONOMY

The culture of the Salt Dunes of Karath is one of resilience and resourcefulness. The harsh environment has forged a strong sense of community among the inhabitants, who rely on each other for survival. Trade is the lifeblood of the region, with salt being the primary commodity. The people of Karath have developed sophisticated trade networks, linking them to distant markets where their salt is highly prized.

CHALLENGES AND THREATS

Life in the Salt Dunes is fraught with challenges. The extreme climate, with its scorching days and freezing nights, makes survival difficult. Water is scarce, and the relentless sun can be deadly. Additionally, the isolated nature of the region leaves it vulnerable to raids by bandits and other hostile forces. Despite these threats, the people of Karath remain steadfast, drawing strength from their unique environment and the valuable resource it provides.

The Salt Dunes of Karath, though harsh and unforgiving, are a testament to the resilience and ingenuity of those who call this desolate place home.

SKORVASH

CLIMATE: Arctic

POPULATION: Nomadic tribes

TREASURE OF RULE: Unknown

HISTORY

Skorvash is an island characterized by its large ice mountains, harsh snow, and numerous ice caves. The island's environment has shaped the lives of its inhabitants, who have adapted to survive in one of the most extreme climates in Mer. For centuries, the nomadic tribes of Skorvash have thrived in this frozen landscape, relying on hunting and whaling to sustain their communities.

GEOGRAPHY

Skorvash is dominated by towering ice mountains and expansive snowfields. The island is dotted with numerous ice caves, which serve as both shelter and hunting grounds for the local tribes. The frigid waters surrounding Skorvash are home to a rich variety of marine life, including seals and whales, which are vital to the island's economy and culture.

POPULATION

The population of Skorvash consists primarily of nomadic tribes who have adapted to the harsh Arctic climate. These tribes are expert hunters and whalers, relying on the island's natural resources to survive. Despite the lack of permanent settlements, the tribes maintain a strong sense of community, with each group following a seasonal migration pattern that takes them across the island.

PLACES OF INTEREST

ICE CAVES

The ice caves of Skorvash are a labyrinthine network of tunnels and chambers carved into the mountains by centuries of glacial movement. These caves provide crucial shelter for the island's nomadic tribes during the harshest winter storms. They are also rich hunting grounds, home to various Arctic beasts that have adapted to the subterranean environment.

WHALE HUNTING GROUNDS

The frigid waters surrounding Skorvash are teeming with marine life, making them ideal hunting grounds for the island's whalers. The tribes of Skorvash have perfected the art of whale hunting, using traditional techniques passed down through generations. Whaling is not only a vital source of food and resources but also a significant aspect of the island's cultural identity.

NOMADIC CAMPS

Scattered across the island, the nomadic camps of Skorvash are temporary settlements where the tribes set up their tents and shelters during their seasonal migrations. These camps are equipped with all the necessities for survival in the Arctic, including fire pits, storage for food and supplies, and communal areas for social gatherings and ceremonies.

CULTURE AND ECONOMY

The culture of Skorvash is deeply intertwined with its harsh environment. The nomadic tribes have developed a strong sense of resilience and self-reliance, relying on their hunting and whaling skills to sustain their way of life. The economy of Skorvash is primarily based on the trade of seal and whale products, which are highly valued by other regions of Mer. The tribes trade these goods with passing ships in exchange for tools, clothing, and other necessities.

CHALLENGES AND THREATS

Life on Skorvash is fraught with challenges. The extreme cold, fierce snowstorms, and treacherous ice make survival difficult. The island's nomadic tribes must constantly adapt to the changing conditions, moving their camps to find food and shelter. Additionally, the isolated nature of Skorvash leaves it vulnerable to raids by pirates and other hostile forces. Despite these threats, the people of Skorvash remain steadfast, drawing strength from their close-knit communities and the harsh beauty of their icy homeland.

THE FIVE TROUBLES

CLIMATE: Tropical

POPULATION: Varied Pirate Kingdoms

TREASURE OF RULE: Unknown

HISTORY

The Five Troubles are a group of five islands, each ruled by various pirate factions. Despite their picturesque tropical environment, these islands have a turbulent history marked by violent wars and shifting alliances. While the islands currently bow to the Pirate King Bloth, their past is filled with bloody conflicts and power struggles among the pirate leaders. These islands are known for their small settlements and towns, with no central government or major city to enforce order.

GEOGRAPHY

The Five Troubles are tropical islands characterized by lush jungles, sandy beaches, and hidden coves. Each island has its own unique topography, ranging from dense forests to rocky cliffs. The islands' strategic locations make them ideal for piracy, with numerous hiding spots for ships and treasure.

POPULATION

The population of the Five Troubles consists mainly of pirates, along with various other seafaring folk and opportunists seeking to profit from the islands' lawless nature. Each island is ruled by different pirate factions, leading to a diverse and often volatile mix of inhabitants. Despite the current truce under Pirate King Bloth, old rivalries and tensions simmer just beneath the surface.

PLACES OF INTEREST

PIRATE HAVENS

Each island has several pirate havens, small settlements where pirates dock their ships, trade goods, and spend their ill-gotten gains. These havens are bustling with activity, from taverns filled with raucous laughter and brawls to markets selling everything from weapons to exotic spices.

HIDDEN COVES

The islands are dotted with numerous hidden coves, perfect for stashing treasure or hiding from naval patrols. These secluded spots are often guarded by traps and secretive pirate crews, making them dangerous to explore for outsiders.

SMUGGLER'S RUN

A narrow and treacherous sea passage between two of the islands, Smuggler's Run is notorious for its dangerous currents and rocky outcrops. However, those who navigate it successfully can evade pursuing ships and gain access to the islands' interior, where more valuable goods are traded.

THE PIRATE KING'S STRONGHOLD

Located on the largest of the Five Troubles, the Pirate King's Stronghold is a heavily fortified compound where Bloth holds court. The stronghold is a symbol of his power, with high walls, watchtowers, and a formidable armory. It serves as the center of pirate governance, where disputes are settled, and plans are made.

ECONOMY AND CULTURE

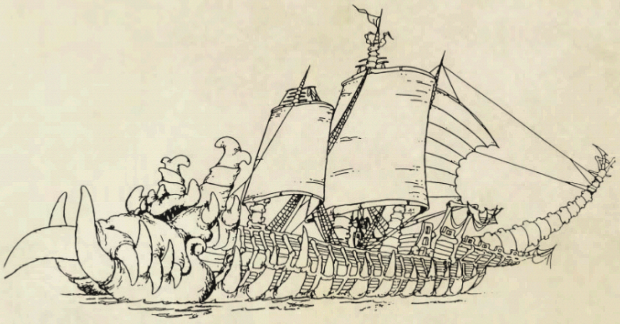
The economy of the Five Troubles is based on piracy, smuggling, and trading stolen goods. The islands are also known for their black markets, where anything can be bought or sold for the right price. Despite the lawlessness, a rough code of conduct exists among the pirates, and alliances are often forged through mutual benefit or necessity.

The culture of the islands is a blend of various seafaring traditions, with pirates from different backgrounds bringing their customs and beliefs. Music, storytelling, and tattooing are common cultural practices, with each faction having its own unique symbols and lore.

CHALLENGES AND THREATS

The Five Troubles are constantly under threat from external forces, including naval patrols from other kingdoms seeking to curb piracy. Additionally, the fragile peace enforced by Pirate King Bloth is always at risk of collapsing, leading to renewed conflict among the pirate factions. The islands' tropical environment also poses natural dangers, from storms and hurricanes to dangerous wildlife.

Despite these challenges, the Five Troubles remain a haven for those seeking freedom and fortune on the high seas. The islands' chaotic nature and the ever-present threat of conflict make them a place where only the strong and cunning can thrive.



DRAKORIA

CLIMATE: Temperate

POPULATION: 70% Human, 30% Mixed Races

TREASURE OF RULE: Unknown

HISTORY

Drakoria is an island nation with a rich and storied past, known for its strategic location and maritime prowess. The nation has always been a significant player in the politics and trade of the Seas of Mer. Historically, Drakoria has been a center of learning and magic, with numerous scholars and wizards calling it home. Over the centuries, Drakoria has developed a reputation for its powerful navy and skilled sailors, making it a formidable maritime power.

The island's ruling class has long maintained a delicate balance between traditional magic and technological advancements, allowing Drakoria to stay ahead of its rivals. Despite its relatively small size, the nation has managed to project its influence far beyond its shores, often playing a pivotal role in regional conflicts and alliances.

GEOGRAPHY

Drakoria is characterized by its lush forests, rolling hills, and rocky coastlines. The island is relatively temperate, with mild winters and warm summers. Its capital city, Drakonis, is situated on a large natural harbor, providing an excellent base for its powerful navy. The interior of the island is dotted with small villages and farming communities, while the coastline is lined with bustling ports and shipyards.

POPULATION

The population of Drakoria is predominantly human, but there is a significant presence of other races, including elves, dwarves, and even some of the more unusual races of Mer. This diversity has fostered a culture of tolerance and cooperation, with different communities often working together for the common good.

Drakoria's society is structured around a strong sense of civic duty and respect for knowledge and skill. Education is highly valued, and many young Drakorians aspire to attend the prestigious academies and universities scattered throughout the island.

PLACES OF INTEREST

DRAKONIS

The capital city of Drakoria, Drakonis, is a bustling metropolis and the heart of the island's political and economic life. The city is known for its impressive architecture, with grand palaces, towering spires, and intricate stonework reflecting its rich history. Drakonis is also home to the Great Library, one of the largest repositories of knowledge in the Seas of Mer.

THE ACADEMY OF ARCANE ARTS

Situated in the heart of Drakonis, the Academy of Arcane Arts is the premier institution for magical study in Drakoria. Wizards and scholars from all over Mer come to the academy to learn and share their knowledge. The academy's extensive archives contain ancient texts and artifacts, making it a crucial center for magical research and development.

DRAKORIA HARBOR

Drakoria Harbor is one of the busiest ports in Mer, serving as the hub for the nation's extensive maritime activities. The harbor is always filled with ships of all sizes, from small fishing boats to massive warships. The shipyards here are renowned for their craftsmanship, producing some of the finest vessels in the seas.

THE CITADEL

The Citadel is the seat of Drakoria's government and the residence of its ruling council. This imposing fortress overlooks Drakonis and serves as both a defensive stronghold and a symbol of the nation's power. The Citadel is also home to the Council Chamber, where the island's leaders meet to discuss matters of state.

ECONOMY AND CULTURE

Drakoria's economy is heavily reliant on trade, both maritime and overland. The nation's skilled craftsmen produce a wide range of goods, from finely wrought metalwork to exquisite textiles, which are highly sought after in markets across Mer. Drakoria's agricultural sector is also well-developed, providing ample food for its population and surplus for export.

The culture of Drakoria is a blend of traditional and progressive elements. While the island maintains a strong sense of its historical roots, it is also open to new ideas and innovations. Festivals and public celebrations are common, with music, dance, and storytelling playing a central role in the island's cultural life.

CHALLENGES AND THREATS Despite its strengths, Drakoria faces several challenges. The island's reliance on trade makes it vulnerable to economic fluctuations and piracy. Additionally, the nation's commitment to balancing magic and technology sometimes leads to internal conflicts and power struggles. External threats, such as rival maritime powers and marauding pirate fleets, also pose significant risks.

NPCs

The Pirates of Dark Water is a show of high-seas adventure, but it's also a story of friendship; of good vs. evil; and of how only by the unification of people with different backgrounds, different looks, different beliefs, can true evil be truly conquered.

This section outlines several characters, good and bad and in between, who appear in the series.

REN

Ren was born on the crystal island of Octopon, the son of King Primus. When the king went off in search of the fabled Thirteen Treasures of Rule, Ren was put in the care of a lighthouse keeper, Jenna. Ren's identity was to be kept secret, as there were enemies of the throne who would surely do Ren harm if they thought he knew of the Treasures' whereabouts.

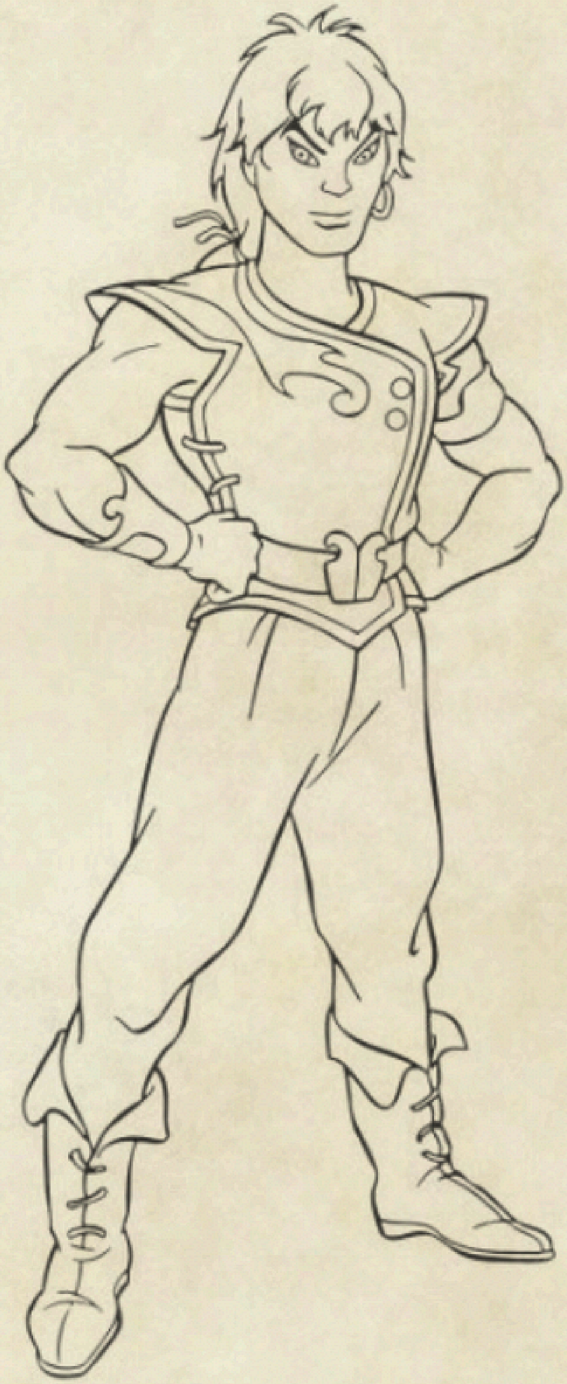
Ren grew up unaware of his destiny and his true heritage. However, when fate thrust him into his role as leader of a crew searching for the scattered Treasures of Rule, he took over his father's quest with gusto and integrity. To this quest he brings a keen, often crucial understanding of weather and sea conditions which he observed so often from the lighthouse.

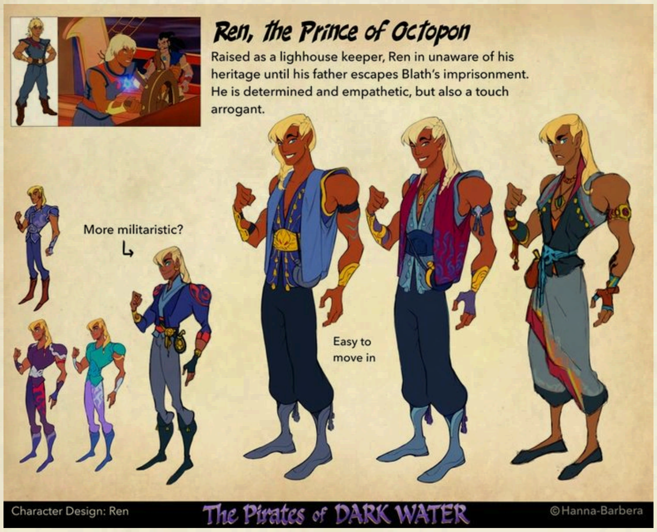
Although neither a trained fighter nor leader, Ren's strength and natural intuitions see him through, even when his judgment is slightly off the mark.

Ren's naïveté and exuberance add to his charisma and charm, which, along with a steadfast honesty and unyielding integrity, win him loyalty with all he meets. Ren's closest friend is a monkey bird named Niddler.

The two trade barbed quips and know they can say anything to one another without it being taken wrong. However, Ren treats Tula, the female member of his crew, much differently. Ren respects her abilities and prowess, but their friendship also carries undertones, with which Ren has trouble coming to grips. At one moment he will treat her like any other sailor, then without even understanding what he's feeling, he tells her about his feelings and observations, things he would never share with anyone else. Sometimes Tula's presence makes him stammer or display too much bravado, which usually results in Ren's embarrassment.

Ren has a big brother relationship with Ioz and looks up to him for his worldliness. More cunning than Ioz, Ren uses his wiles to avoid confrontational situations with the rugged brawler.




Ren, the Prince of Octopon
Raised as a lighhouse keeper, Ren in unaware of his heritage until his father escapes Blath's imprisonment. He is determined and empathetic, but also a touch arrogant.
More militaristic?
Easy to move in
Character Design: Ren
The Pirates of DARK WATER
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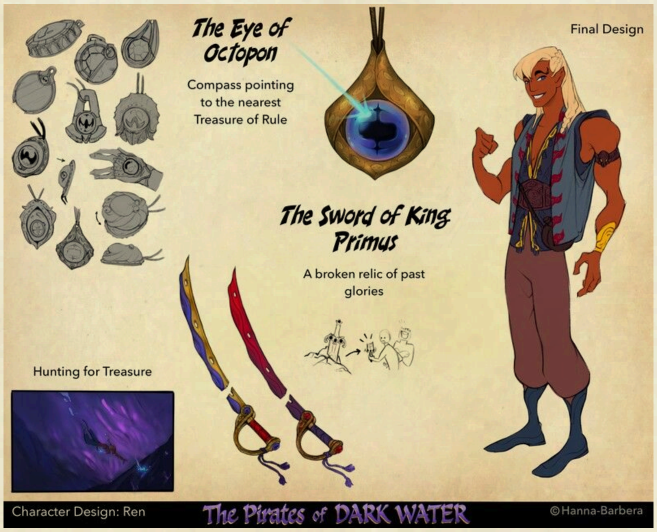
The Eye of Octopon
Compass pointing to the nearest Treasure of Rule
Final Design
The Sword of King Primus
A broken relic of past glories
Hunting for Treasure
Character Design: Ren
The Pirates of DARK WATER
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REN, SON OF KING PRIMUS

Medium humanoid (human), Lawful Good

Armor Class 15 (leather armor, Dex bonus)
Hit Points 45 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +8, Arcana +5, Athletics +5, History +5, Insight +7, Nature +5, Perception +7, Persuasion +5, Survival +7
Senses Passive Perception 17
Languages Common, Kree
Challenge 4 (1,100 XP)

Keen Weather Sense. Ren has advantage on Wisdom (Survival) checks related to predicting or understanding weather conditions.

Natural Leader. Allies within 30 feet of Ren gain advantage on saving throws against being frightened.

Expert Navigator. Ren has proficiency in vehicles (water) and can add twice his proficiency bonus to checks made to navigate a ship.

Seafaring. Ren has advantage on Athletics and Acrobatics checks made while on a ship.

ACTIONS

Multiattack. Ren makes two attacks with the Sword of Primus.

Sword of Primus. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 7) piercing damage.

REACTIONS

Parry. Ren adds +2 to his AC against one melee attack that would hit him. To do so, Ren must see the attacker and be wielding a melee weapon.

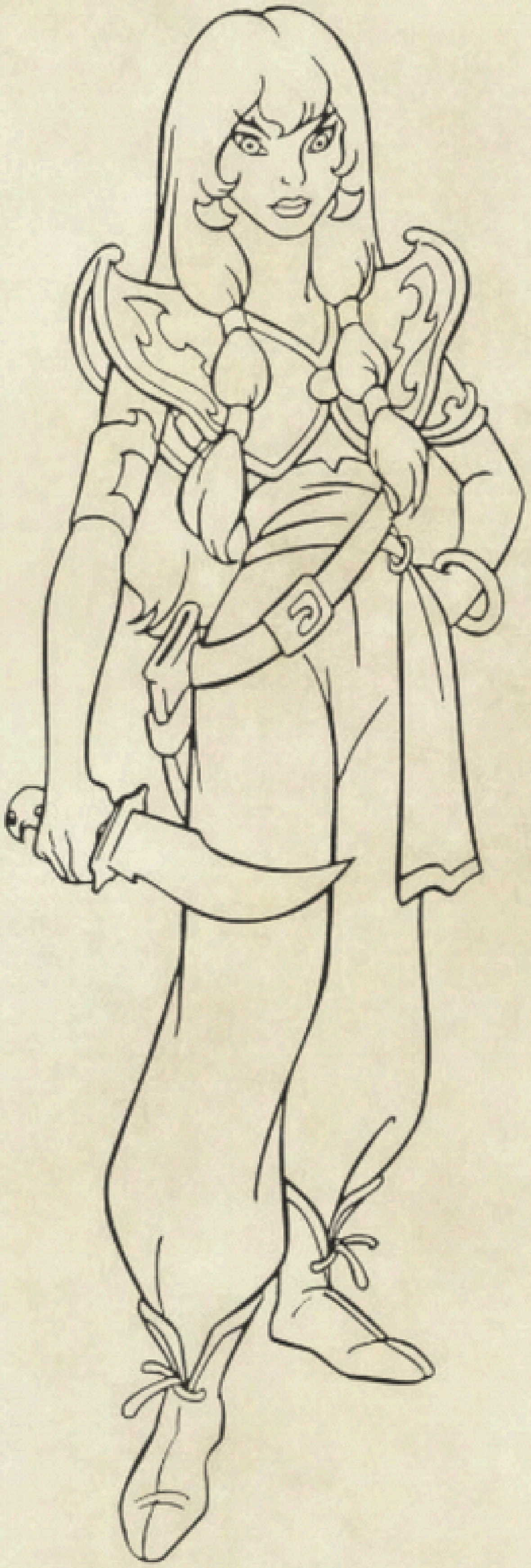
TULA

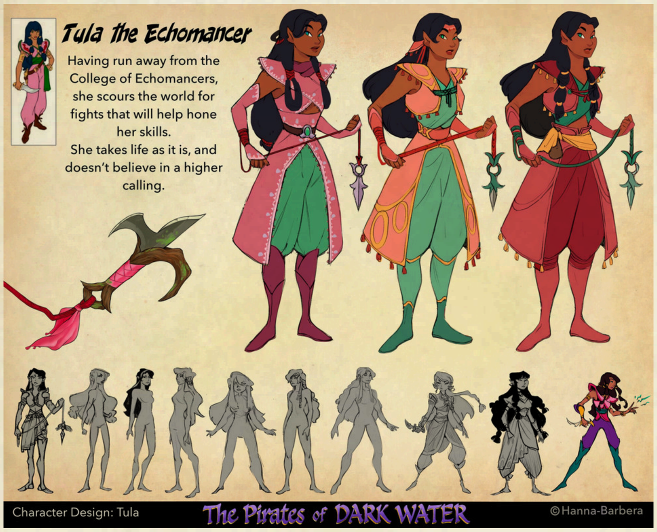
Tula is a young tavern wench who overhears Ren's talk of setting out in search of treasure. When she turned up a stowaway on the stolen ship, the Wraith, she quickly established herself as an asset to the group.

While Tula as a warrior can hold her own against most man, she also has a deep, nurturing sensitivity towards the environment of her living planet. This sensitivity has developed into the powers of an Ecomancer—one who can become one with the elements and manipulate them through intense concentration.

Visually this power manifests itself as a blue electricity that covers her body and can be directed for a desired effect. As an Ecomancer, Tula has an uncanny affinity for animals. Perhaps that's why you can always find Niddler around her (he has a crush on Tula).

Although in the beginning Tula's allegiance to Ren was born purely out of a desire to bring back her homeland, during the course of the quest she has developed an unstated affection for the young prince. She's never blatantly forward about her feelings for Ren, but their relationship has the potential to evolve into one with romantic undertones.




Tula the Echomancer
Having run away from the College of Echomancers, she scours the world for fights that will help hone her skills.
She takes life as it is, and doesn't believe in a higher calling.
Character Design: Tula
The Pirates of DARK WATER
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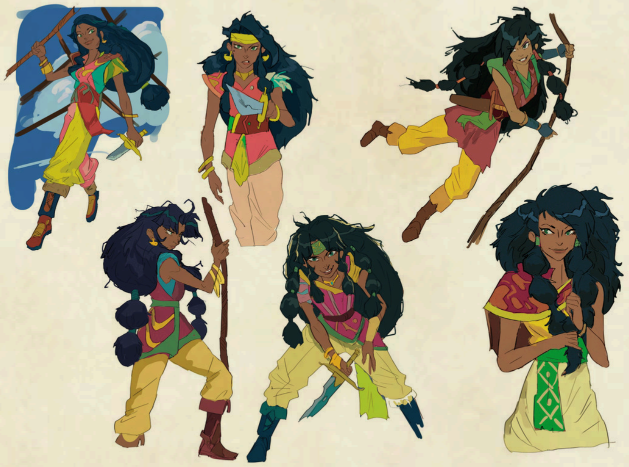
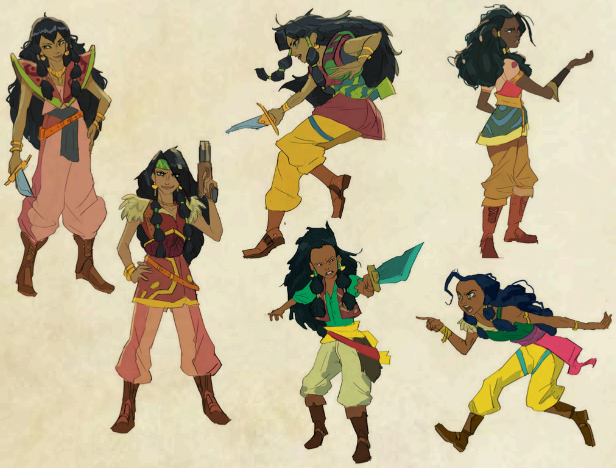




TULA

Medium humanoid (human), Neutral Good

Armor Class 15 (leather armor, Dex bonus)
Hit Points 40(7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	12 (+1)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +8, Arcana +4, Perception +7, Stealth +8, Survival +7, Animal Handling +7, Nature +7, Insight +7
Senses Passive Perception 17
Languages Common, Kree
Challenge 5 (1,800 XP)

Elemental Affinity. Air. Tula can control minor air elements (e.g., move small gusts of wind).

Nature Communication. Tula can communicate with plants and animals at a basic level.

Healing Touch. Tula can restore a number of hit points equal to her Wisdom modifier + her level (usable once per short or long rest).

Calming Touch. Tula can calm aggressive beasts (Int 3 or lower) once per Long Rest (animal must succeed at a DC 17 Wisdom save or become Friendly toward her).

ACTIONS

Multiattack. Tula makes two attacks with her short sword.

Sword of Primus. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d6 + 4) piercing damage.

REACTIONS

Elemental Shield. When Tula is hit by an attack, she can use her reaction to envelop herself in a protective layer of elemental energy, granting her +2 to AC until the start of her next turn.

SPELLCASTING

Cantrips (3). Druidcraft, Gust, Produce Flame

1st level (4 slots). Speak with Animals, Cure Wounds, Elemental Tether, Entangle, Faerie Fire

2nd level (2 slots). Barkskin, Spike Growth

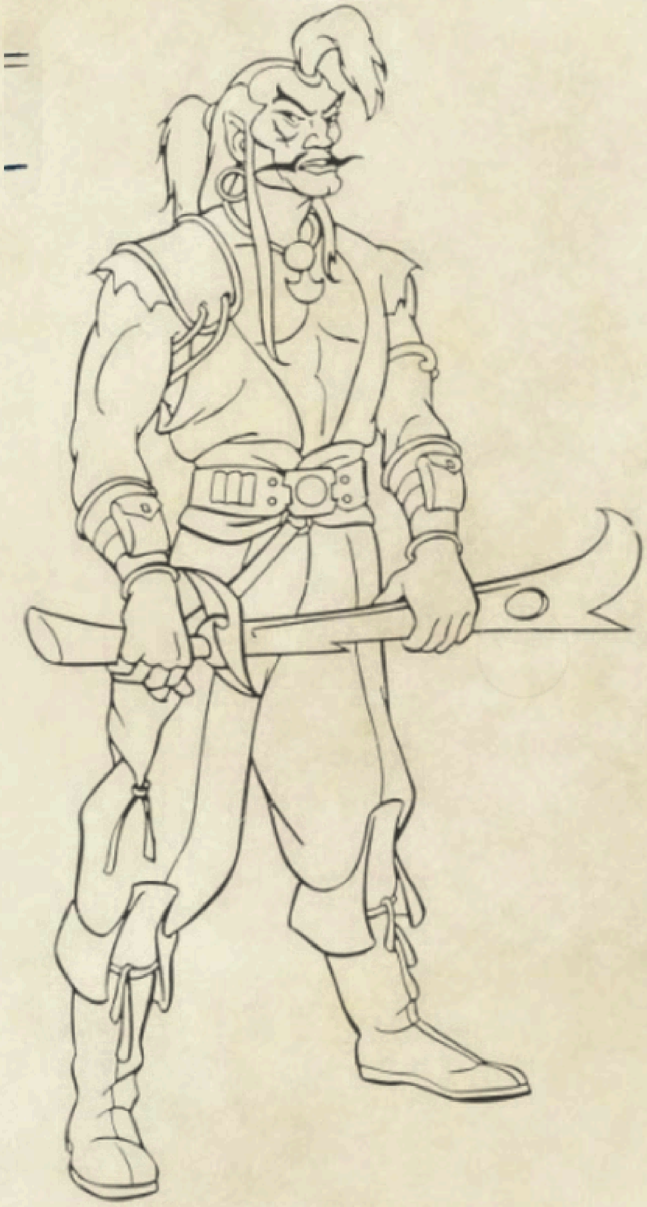
IOZ

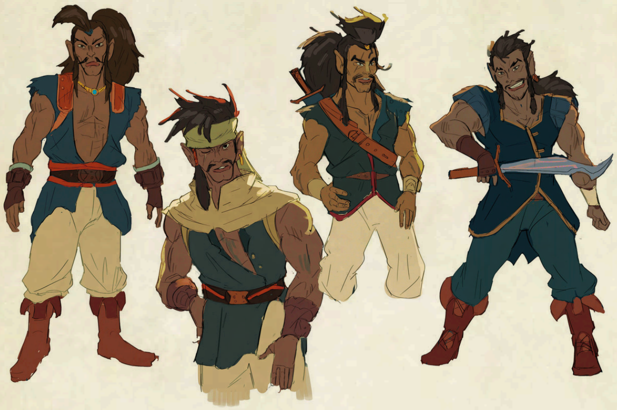
Ioz is a fortune hunter who was swayed by Ren's noble quest. He is a mercenary with dubious integrity who will do almost anything for a handful of gold. He is also a rugged adventurer who has been in more battles and street brawls than he can remember.

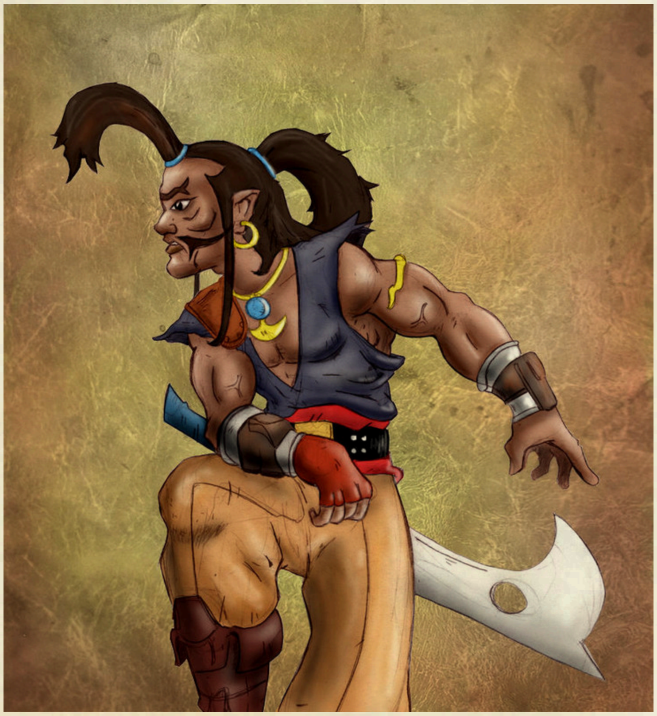
Looking for a fast profit, Ioz teamed up with Ren, who he believed was a naïve boy searching for some lost treasure. Learning that Ren is actually on a quest for the fabled Thirteen Treasures of Rule, Ioz became furious, but was gradually won over by Ren's integrity and goodness. In fact, Ioz became something of a big brother to the boy, not only protecting him in times of danger but also in instructing him in the ways of a swashbuckler.

Having lived the checkered life of a pirate, Ioz probably has an enemy in every port, as well as a woman, and sometimes they're one and the same! Fortunately he also has many friends, like Zoolie, who won't hesitate to aid Ioz when the chips are down.

Although dedicated to the quest, Ioz isn't against taking a detour now and then, especially when a ripe situation presents itself.







IOZ, PIRATE & ADVENTURER

Medium humanoid (human), Chaotic Neutral

Armor Class 16 (studded leather armor, Dex bonus)
Hit Points 75(10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +8, Cha +6
Skills Acrobatics +8, Athletics +10, Deception +6, Insight +7, Intimidation +6, Perception +7, Sleight of Hand +8, Survival +7
Senses Passive Perception 17
Languages Common, Kree, Thieves' Cant
Challenge 9 (3,900 XP)

Sea Legs. Ioz has advantage on Dexterity (Acrobatics) checks and saving throws to maintain his balance on unstable surfaces, such as a ship's deck in rough seas.

Sneak Attack. Once per turn, Ioz can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. This damage increases by 1d6 at certain levels.

Sea Dog. Ioz has proficiency with firearms and water vehicles. When he takes the Attack action and attacks with a one-handed weapon, he can use a bonus action to attack with a pistol or a dagger he is holding.

Reputation. Ioz has advantage on Charisma (Intimidation) checks made to influence those who recognize his reputation.

ACTIONS

Multiattack. Ioz makes two attacks with his cutlass.

Cutlass. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 11 (1d12 + 6) piercing damage.

REACTIONS

Parry. Ioz adds +2 to his AC against one melee attack that would hit him. To do so, Ioz must see the attacker and be wielding a melee weapon.

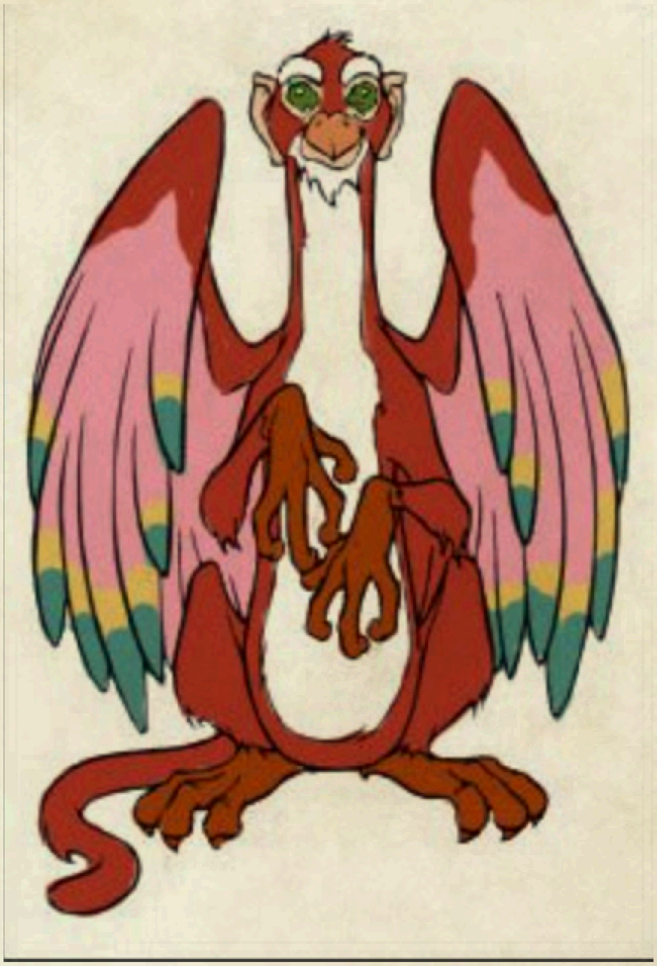
NIDDLER

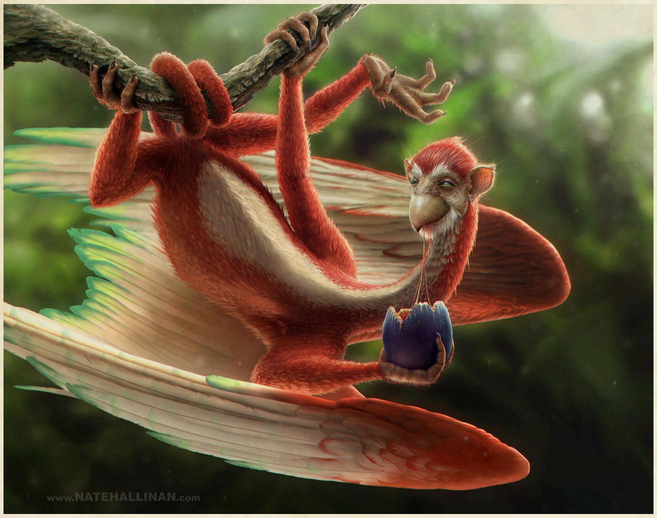
This comical Merian creature is a cross between a spider monkey and a parrot. He started on the quest when he kidnapped Ren and took him to Bloth's ship. Then, however, when Bloth turned on Niddler and Ren made him a deal, Niddler helped Ren escape, thus becoming Ren's best friend.

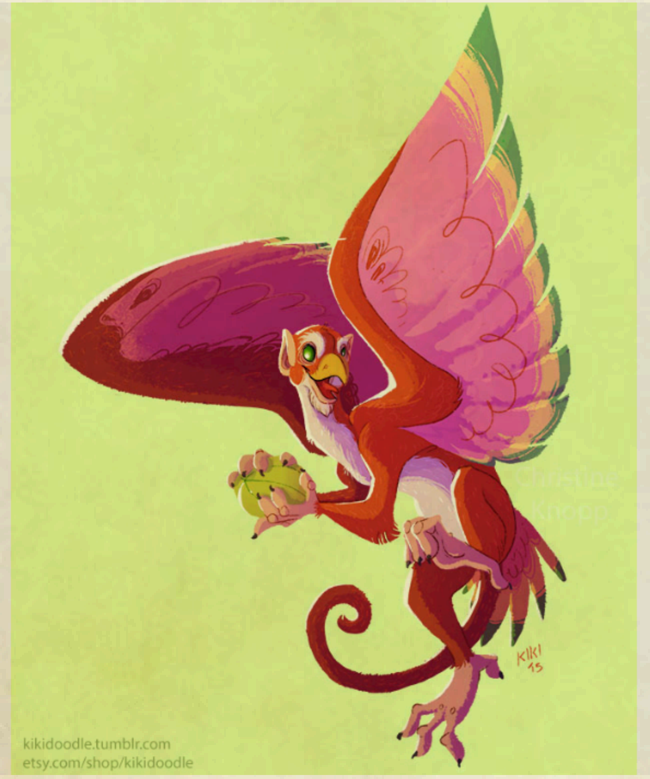
Although cowardly, when the chips are down, Niddler always pitches in. He is forever preoccupied with the creature comforts of life, and his main worries are the weather, a bed and food— he will brave lava pits and ice sharks to fill his rumbling belly.

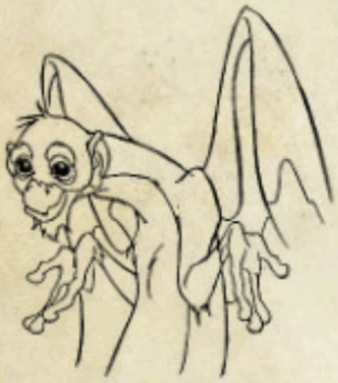
Niddler mixes normal-sounding speech with animal-sounding grunts, growls and cheeps, and he has a knack for speaking bastardized versions of the many Merian dialects the heroes encounter, often to comically incorrect results.

Niddler has a great loyalty to Ren and has flown him out of many a tight situation. Even so, his judgment can be influenced by fear or his bottomless stomach.









NIDDLER

Medium humanoid (monkey bird), Chaotic Good

Armor Class 15 (natural armor)
Hit Points 40(9d6 + 9)
Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +9, Wis +4
Skills Acrobatics +9, Perception +4, Sleight of Hand +9, Survival +4
Senses Passive Perception 14
Languages Common, Auran
Challenge 4 (1,100 XP)

Flight. Niddler has a flying speed of 50 feet. To use this speed, he can't be wearing medium or heavy armor. He must have space to use his wings.

Matriarchal Guidance. Niddler has advantage on saving throws against being frightened if he can see an allied monkey bird within 30 feet of him.

Natural Grasp. Niddler's hands and feet are adapted for climbing and grasping. He has a climbing speed of 30 feet and can use his feet to interact with objects and make Dexterity (Sleight of Hand) checks.

Mighty Lift. Despite his smaller size, Niddler is capable of lifting and carrying creatures. He counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

ACTIONS

Multiattack. Niddler makes two attacks with his claws.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 6) slashing damage.

REACTIONS

Dodge. When an attacker that Niddler can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

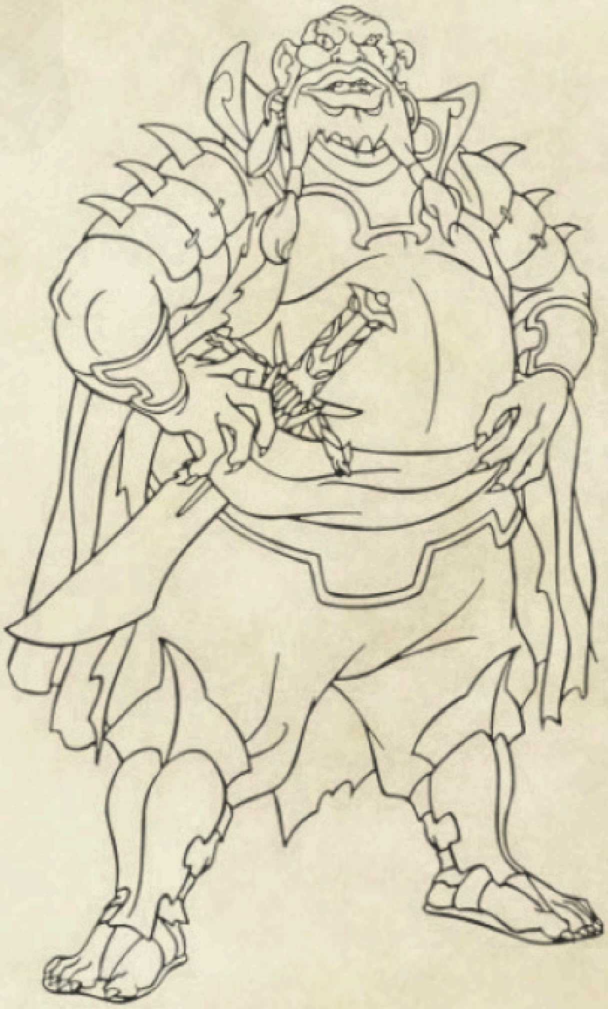
BLOTH

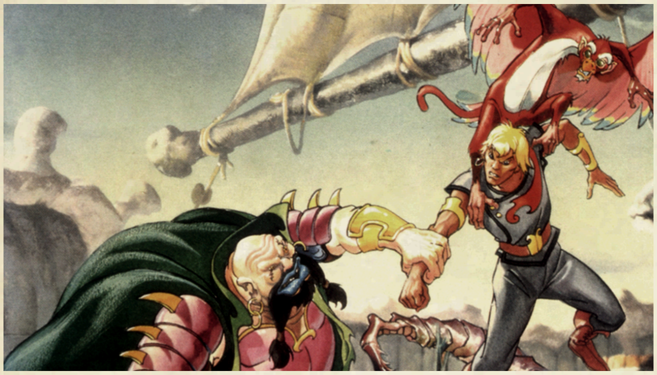
This cold-blooded high seas marauder sails in search of the Thirteen Treasures of Rule. He kidnapped Primus, King of Octopon, and held him aboard his monster warship, The Maelstrom. When Primus escaped and passed the mantle of the quest over to his long lost son, Ren, Bloth went after the youth with a vengeance. Now they are sworn enemies, and the race to find the Treasures obsesses both of them.

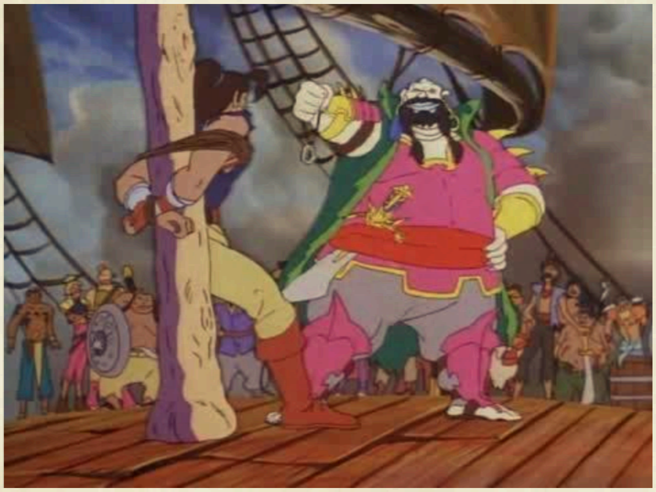
Bloth will stop at nothing to gain the Treasures, which will give him the power to control Dark Water and thus rule the planet for his own profit.

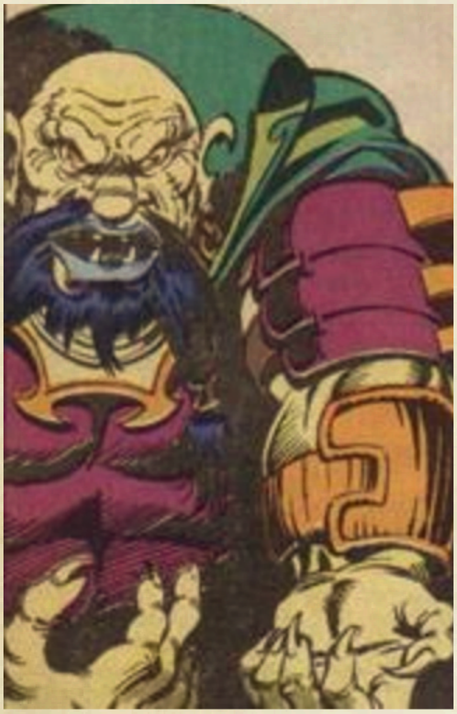
With his bloodthirsty cutthroat crew, this ruthless pirate ravages anything and anyone who stands in the way of his evil mission. Bloth is a fearsome fighter who, despite his huge size, has great agility and speed. He can also play the diplomat when it suits his needs and is a cunning manipulator, drawing on his wealth of historical information about Merian legend and lore to mislead his adversaries.

Bloth's Achilles Heel is that he fancies himself a cut above the scum who sail his ship. In truth, he is only another hardened salt cully, but he is forever looking for ways to align himself with a better class of Merian. Ren is able to use this against Bloth, tricking him into situations where the corpulent pirate can be strung by his own bloated ego.









BLOTH, RUTHLESS PIRATE KING

Large humanoid (half giant), Lawful Evil

Armor Class 18 (*+3 leather armor*)
Hit Points 180 (19d10 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	18 (+4)	19 (+4)	14 (+2)	19 (+4)

Saving Throws Str +12, Dex +10, Con +9, Int +9, Cha +9
Skills Athletics +17, Acrobatics +10, Deception +9, Insight +7, Intimidation +14, Persuasion +9, Perception +7, Survival +7
Senses Passive Perception 17
Languages Common, Thieves' Cant, Undercommon
Challenge 14 (11,500 XP)

Pirate's Grace. Bloth has advantage on Dexterity (Acrobatics) checks and saving throws to maintain his balance on unstable surfaces, such as a ship's deck in rough seas.

Sneak Attack. Once per turn, Bloth can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. This damage increases by 1d6 at certain levels.

Cunning Action. Bloth can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Fearsome Reputation. Bloth has advantage on Charisma (Intimidation) checks made to influence those who have heard tales of his deeds. Additionally, he can use his action to frighten all creatures of his choice within 30 feet of him that can see or hear him. Each creature must succeed on a Wisdom saving throw (DC = 8 + Bloth's proficiency bonus + Bloth's Charisma modifier) or be frightened for 1 minute. This feature can be used once per short or long rest.

Pirate's Curse. Bloth can invoke a pirate's curse on a target he can see within 60 feet. The target must make a Wisdom saving throw (DC = 8 + Bloth's proficiency bonus + Bloth's Charisma modifier). On a failed save, the target is cursed for 1 minute. While cursed, the target has disadvantage on attack rolls and saving throws. This feature can be used once per short or long rest.

Uncanny Dodge. When an attacker that Bloth can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

ACTIONS

Multiattack. Mantus makes two attacks with his scimitar.

Scimitar. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d8 + 6) slashing damage.

REACTIONS

Parry. Mantus adds +2 to his AC against one melee attack that would hit him. To do so, Mantus must see the attacker and be wielding a melee weapon.

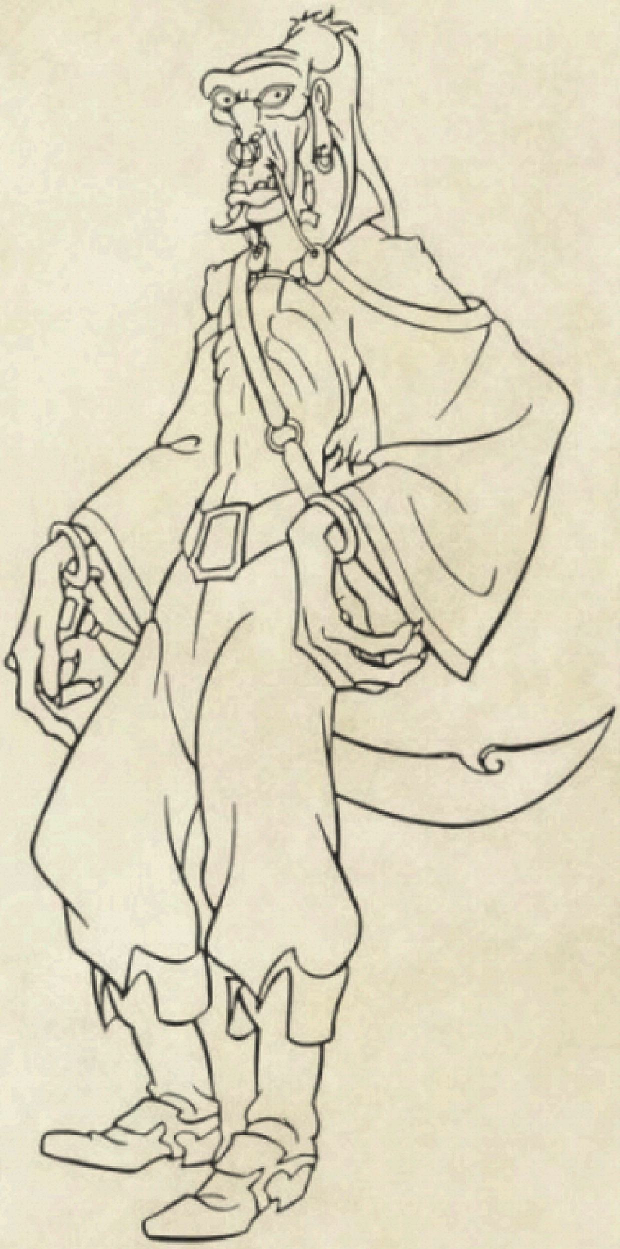
MANTUS

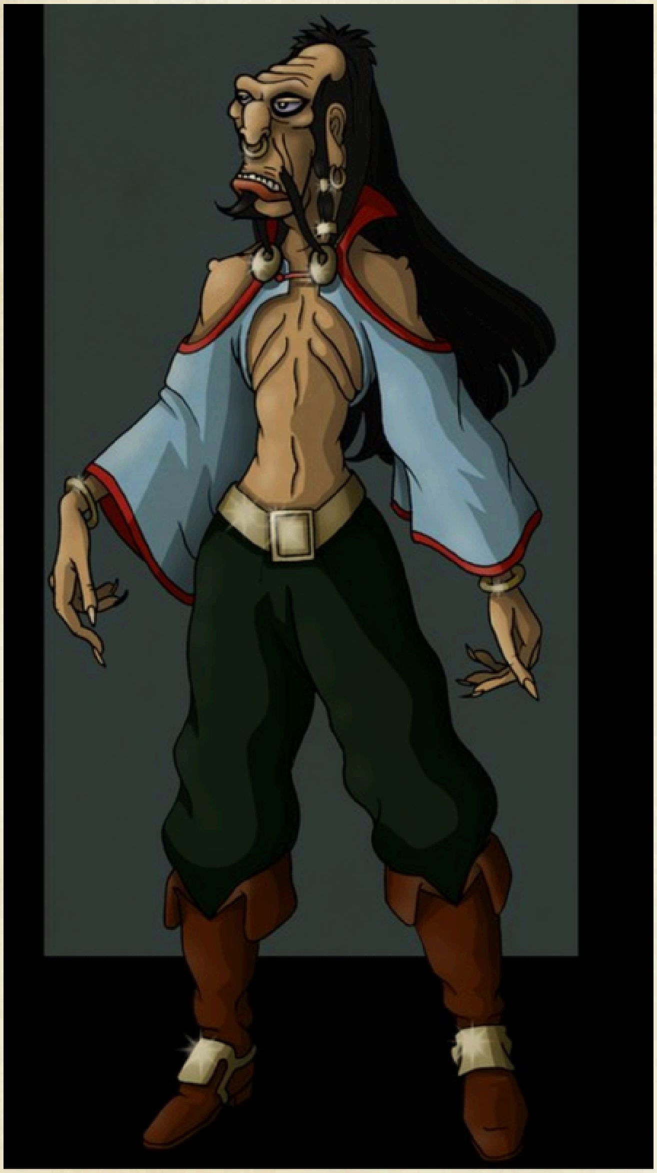
Mantus is Bloth's loyal and deadl second in command. His cool and calculating personality makes him the perfect battle strategist for Bloth's feet. In contrast to his commander's devastating emotional swings, he is always cool-headed and emotionless in battle as well as in life. He is a schemer who revels in elaborate and creative maneuvers to snare Ren and the Wraith's crew.

Tall with a thin reedy frame, Mantus gives the impression that he's with a fragile creature, although nothing could be further from the truth. Although his limbs are unusually long, he has the strength and bearing of a praying mantis. His insectoid visage is amplified by his large steely blue eyes and wide lower jaw with protruding tusk-like teeth.

Mantus is a gambler and is always making bets with the crewmen of the Maelstrom...bets he usually wins, even if in an underhanded way! Distrusting even his closest friends, Mantus has his gold carried by a slave who stays with him at all times.

Although he is only second in command, Mantus considers himself smarter than Bloth. However, he would never let on to this fact in front of the bloodthirsty pirate leader. The only place he ever voices this is late at night in his quarters. There, he records his strategic victories of the day, reciting them to his pet memorrat (see the MEMORRAT statblock for details).





MANTUS

Medium humanoid (human), Lawful Evil

Armor Class 17 (studded leather armor, Dex bonus)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	17 (+3)	12 (+1)	14 (+2)

Saving Throws Dex +7, Int +7
Skills Arcana +7, Athletics +7, Deception +6, Insight +5, Intimidation +6, Perception +5, Sleight of Hand +7, Stealth +7
Senses Passive Perception 15
Languages Common, Thieves' Cant, Undercommon
Challenge 6 (2,300 XP)

Sneak Attack. Once per turn, Mantus can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. This damage increases by 1d6 at certain levels.

Boarding Action. Mantus gains proficiency with firearms and water vehicles. When he takes the Attack action and attacks with a one-handed weapon, he can use a bonus action to attack with a pistol or a dagger he is holding.

Commanding Presence. As an action, Mantus can inspire fear or loyalty in creatures within 30 feet of him. Choose up to six creatures that can see him and make a Charisma (Intimidation) or Charisma (Persuasion) check contested by their Wisdom saving throw. On a failure, they are frightened or charmed (Mantus's choice) for 1 minute. This feature can be used once per short or long rest.

ACTIONS

Multiattack. Bloth makes three attacks with his greatsword.

Greatsword. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 28 (5d10 + 7) slashing damage.

REACTIONS

Parry. Bloth adds +2 to his AC against one melee attack that would hit him. To do so, Bloth must see the attacker and be wielding a melee weapon.

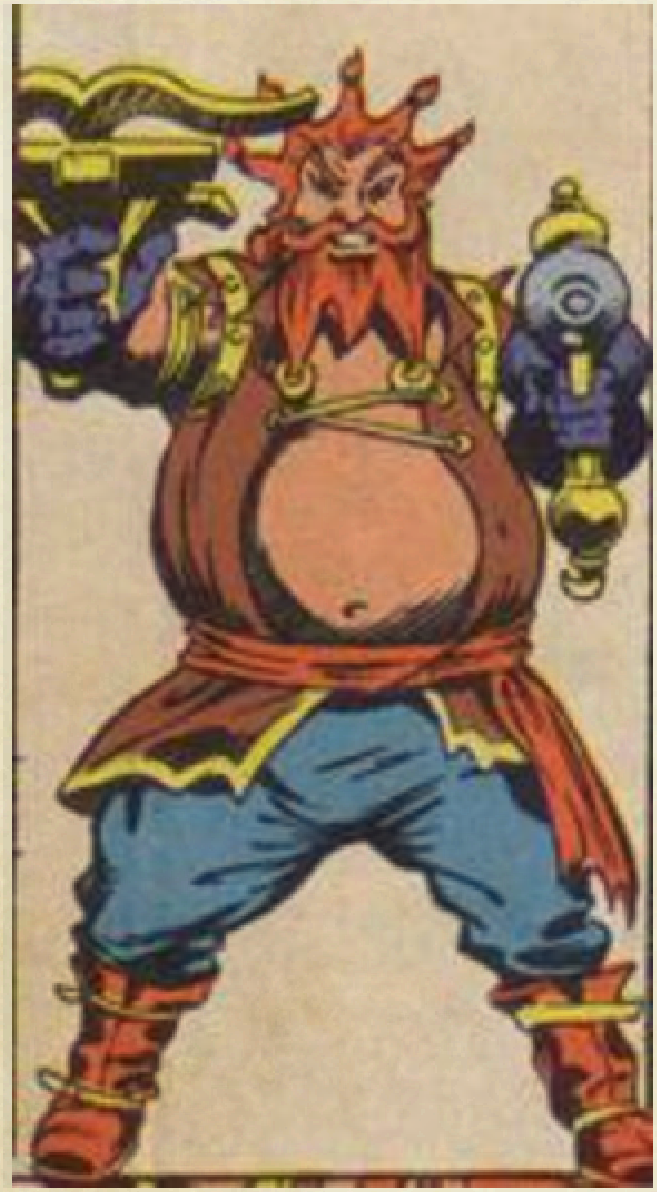
ZOOLIE

Zoolie is a fun loving mountain of a man who doesn't let his good nature keep him from enjoying a good fight.

Although he used to be a pirate, he is now the proprietor of a well established tavern in Janda Town, home of Merian thieves, scoundrels and cheats.

Not only is his tavern well known for its assortment of ales and the policy of "leave your weapon at the door," but it is infamous because of its "grudge pit," a place where combatants settle their grudges in an arena-like atmosphere.

Although Zoolie has quieted considerably, he is a master of the sword and has been known to sword-fight with six men at a time!



ZOOLIE

Medium humanoid (human), Chaotic Good

Armor Class 13 (dolphin hyde plus Dex bonus)
Hit Points 120(13d10 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+1)	18 (+4)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Str +9, Con +9
Skills Athletics +9, Deception +7, Intimidation +7, Perception +7, Performance +7, Sleight of Hand +5
Senses Passive Perception 16
Languages Common, Thieves' Cant
Challenge 8 (3,900 XP)

Fancy Footwork. When Zoolie makes a melee attack against a creature, he doesn't provoke opportunity attacks from that creature for the rest of the turn, whether he hits or not.

Rakish Audacity. Zoolie can add his Charisma modifier to his initiative rolls. He also gains an additional way to use his Sneak Attack; he doesn't need advantage on the attack roll to use his Sneak Attack against a creature if he is within 5 feet of it, no other creatures are within 5 feet of him, and he doesn't have disadvantage on the attack roll.

Cunning Action. Zoolie can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, Zoolie can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

ACTIONS

Multiattack. Zoolie makes three attacks with his fists or one with a ranged weapon.

Dagron Bow. *Ranged Weapon Attack*: +9 to hit, range 30/60 ft., one target. *Hit*: 4 (1d6) piercing damage.

Gas Pistol. *Ranged Weapon Attack*: special, range 10/20 ft., 15-foot cone. *Hit*: See weapon entry in the equipment chapter.

Unarmed. *Ranged Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (1d12 + 4) bludgeoning damage.

REACTIONS

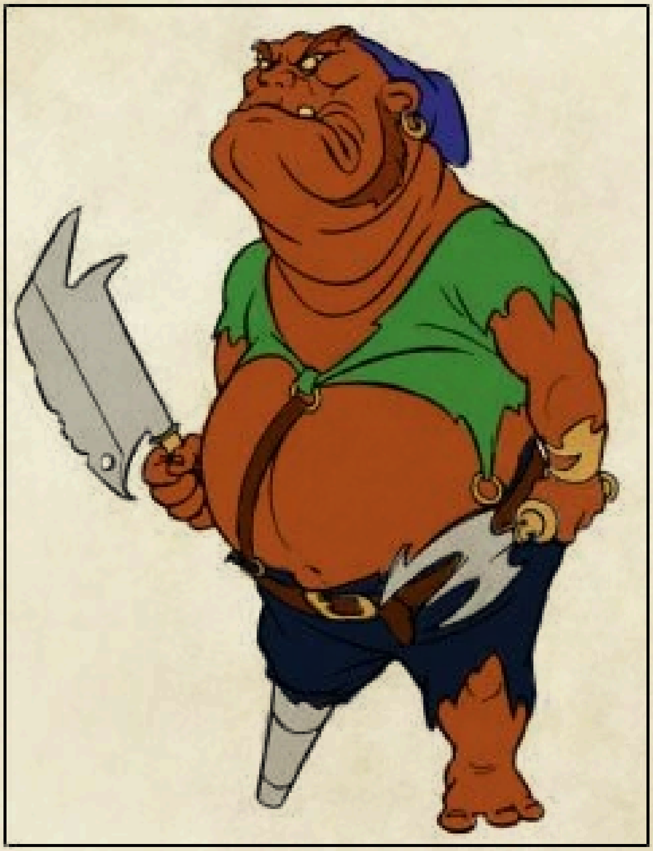
Dodge. When an attacker that Zoolie can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

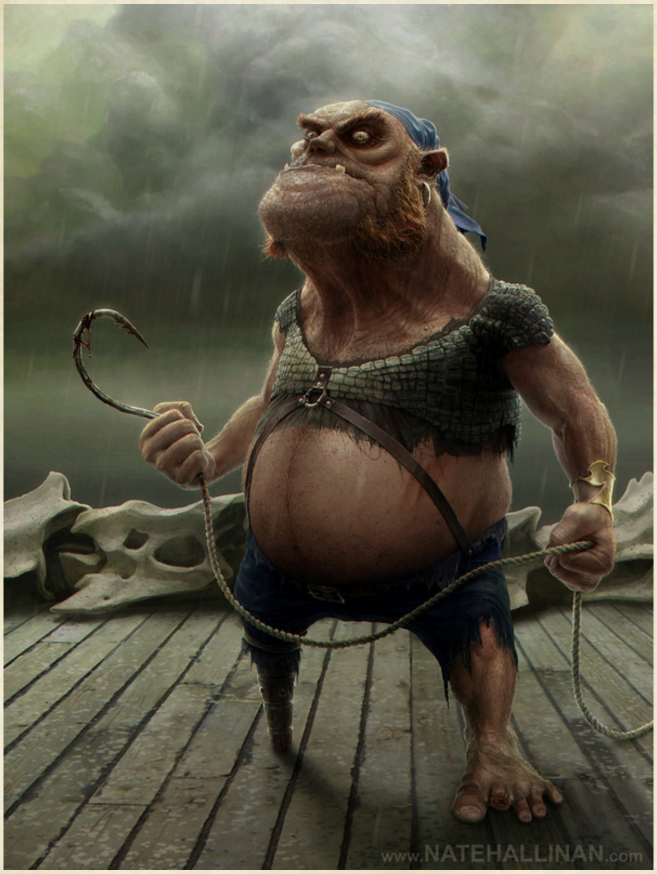
KONK

This cleaver-wielding pegleg serves as Bloth's grunt and doer of all dirty work. If there's a suicide mission to be undertaken, the pirate commander unfailingly picks Konk for the job. Even though Konk has proven that he will stoop to the lowest depths possible to please his commander, this pontificating pork belly grates on one's nerve, and Bloth's not above booting the foul mouthed braggart down into the Constrictus's hold on a regular basis, just to keep his kicking foot in practice.

More than a bit pompous, Konk loves to brag about his deeds, often blowing them hilariously out of proportion. However, despite all his bold statements, Konk is a coward at heart and would sell his mother to weasel out of the slightest danger. But from the looks and smell of this vile character, no one would buy his mother even if the transaction occurred in the pit of the darkest cave, in the middle of a blinding midnight storm.

Konk looks like a bulldog with a peg leg. A short alien, he has an oversized belly that makes him walk with a comical waddle...which he insists is a swagger. His head is unusually large and perpetually empty, and his face is frozen in a permanent scowl. Konk is usually the first target when Bloth's adversaries attack.





KONK

Medium humanoid (monkey bird), Chaotic Good

Armor Class 15 (Dolphin Hyde, 12 + Dex mod)
Hit Points 50(8d8 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Str +5, Dex +6
Skills Athletics +5, Deception +3, Intimidation +3, Sleight of Hand +6, Stealth +6
Senses Passive Perception 10
Languages Common, Goblin, Thieves' Cant
Challenge 4 (1,100 XP)

Coward's Strike. Once per turn, Konk can deal an extra 2d6 damage to one creature he hits with an attack if that creature is within 5 feet of another enemy of the creature and that enemy isn't incapacitated. He doesn't need advantage on the attack roll to use this ability. The attack must use a finesse or a ranged weapon.

Cunning Attack. Konk can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Escape Artist. Konk has advantage on Dexterity (Sleight of Hand) checks made to escape restraints and Dexterity (Stealth) checks made to hide.

Opportunistic Strike. When an enemy within 5 feet of Konk is hit by an ally, Konk can use his reaction to make a melee weapon attack against that enemy.

ACTIONS

Multiattack. Konk makes two attacks with his cleaver.

Cleaver. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 3) slashing damage.

REACTIONS

Flee. As a reaction when an enemy moves within 5 feet of Konk, he can move up to half his speed without provoking opportunity attacks.

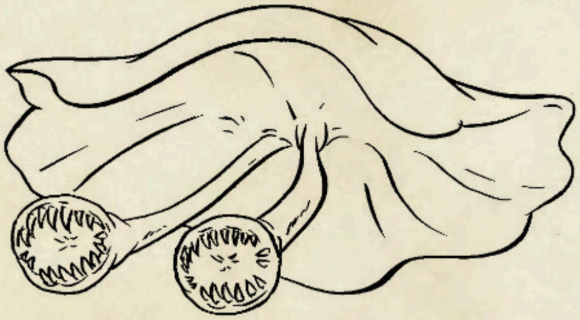
Uncanny Dodge. When an attacker that Konk can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

BESTIARY

While any monster from standard D&D can easily be introduced into The Pirates of Dart Water RPG, this final section of the PDF includes the stats on over 100 unqiue monsters found in the lands of Mer. Most of these are from the comics and cartoon, but a handful were included in the 90s RPG as unique entries. All are officially canon.

Air Leech

Air leeches are mindless, flying blobs of protoplasm that feed on the blood of living creatures. They have 1d12+2 tube-like tendrils ending in circular mouths filled with pointy teeth. These tendrils attach to prey from above, draining blood until removed. They can only be detached by killing the leech or using salt.



Air Leech

Medium aberration, unaligned

Armor Class 13 (natural armor)
Hit Points 45(7d8 + 14)
Speed Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Saving Throws Dex +4
Skills Stealth +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Blindsight 60 ft., Passive Perception 10
Languages –
Challenge 2 (450 XP)

Protoplasmic Form. The air leech can move through a space as narrow as 1 inch wide without squeezing.

Salt Vulnerability. If salt is poured directly onto an attached tendril, the air leech takes 4 (1d8) necrotic damage per turn of exposure. This damage also applies to detached tendrils still sucking blood.

When one of these guys attacks, the target is covered with, well, peanut butter and jelly.

Actions

Multiattack. The air leech makes up to four tendril attacks.

Tendril Attack. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit* 6 (1d6 + 2) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained and the leech can't use the same tendril on another target.

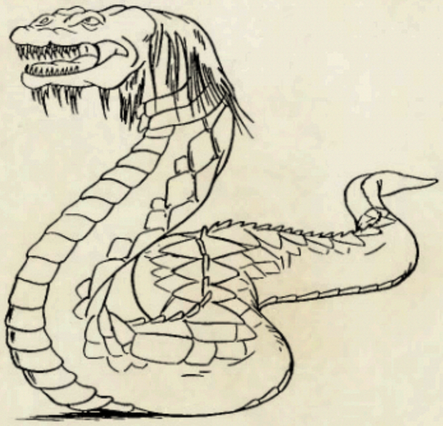
Blood Drain. The air leech can attach up to 1d12 tendrils to a target. For each attached tendril, the target loses 5 (1d4 + 2) hit points at the start of each of the leech's turns.

Reactions

Detach Tendril. When a tendril is cut off or removed, it continues to drain blood, dealing 2 (1d4) damage at the start of each of the target's turns until the tendril is removed or killed.

ALEE (AH-LEE)

Alee are large, aggressive reptilian creatures that grow up to 15 feet in length. They have long, sinewy bodies covered with diamond-shaped plates and wide, alligator-like heads filled with sharp teeth. These amphibious predators are equally comfortable in water and on land, and they are immediately attracted to any disturbances in their vicinity. They spend most of their time basking in the sun but can quickly become a deadly threat to any who enter their territory.



ALEE

Large reptilian beast, unaligned

Armor Class 15 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Str +8, Dex +5, Con +5
Skills Perception +3, Stealth +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 60 ft., Passive Perception 13
Languages –
Challenge 7 (2,900 XP)

Amphibious. The Alee can breathe both air and water.

Aggressive. As a bonus action, the Alee can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The Alee makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 30 (5d6 + 5) piercing damage.

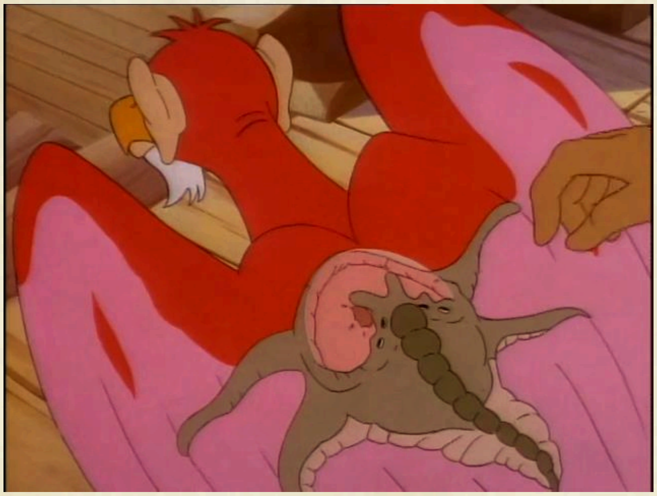
Tail. *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit*: 15 (2d8 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

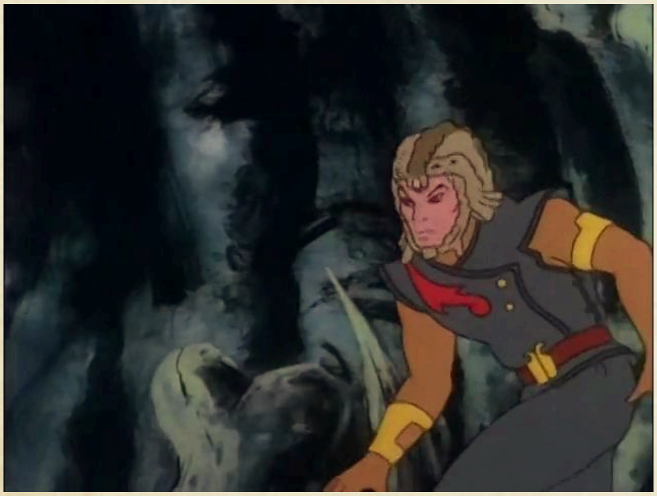
REACTIONS

Tail Swipe. When a creature the Alee can see moves within 10 feet of it, the Alee can make a tail attack against that creature.

AMPHOSITE (AM-FO-SITE)

Amphosites are small, greenish-grey leech-like creatures made of fatty tissue. They blend seamlessly into foliage and water, making them difficult to detect. They attach to living beings to leech their life force, dealing damage each minute until the host's hit points reach zero, at which point the Amphosite dislodges itself to seek new prey. They can also be used as a breathing apparatus, though the wearer sustains damage during use.





AMPHOSITE

Tiny aberration, unaligned

Armor Class 11
Hit Points 21 (6d4 + 6)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	12 (+1)	1 (-5)	8 (-1)	5 (-3)

Saving Throws –
Skills Stealth +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Blindsight 30 ft., Passive Perception 9
Languages –
Challenge 1 (200 XP)

Blend In. The Amphosite has advantage on Dexterity (Stealth) checks made to hide in foliage or water. There is a 50% chance that an Amphosite is not seen until it has already begun attaching itself to its victim.

Leech Life. Once the Amphosite successfully attaches itself to a creature, it deals 1d4 necrotic damage at the start of each of the host's turns. The Amphosite can only be removed by the host succeeding on a DC 12 Strength check or by killing the Amphosite.

Regeneration. The Amphosite regains 1d6 hit points at the start of its turn if it has at least 1 hit point.

Breathing Apparatus. An Amphosite can be used as a form of breathing apparatus by placing it over one's head. Anyone who does this sustains 1d4 necrotic damage per minute but can breathe underwater or in an air-free environment for up to 30 minutes.

ACTIONS

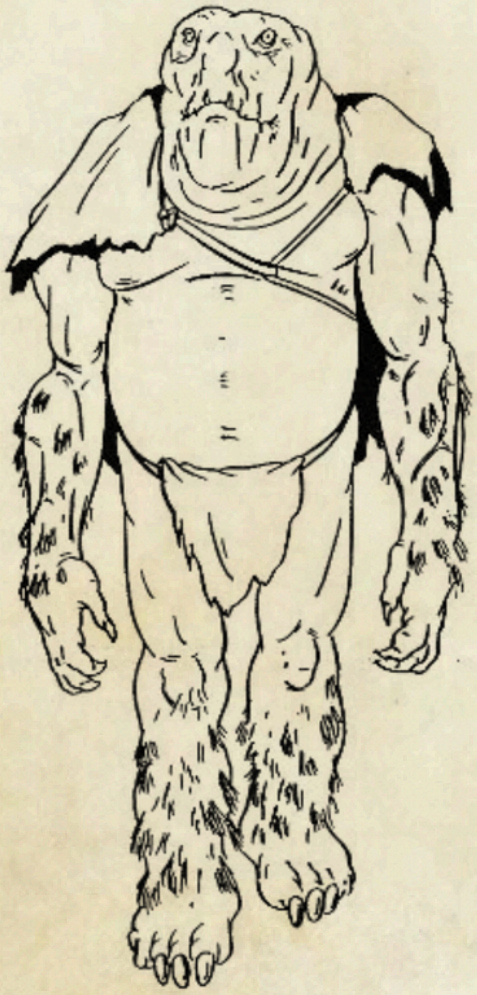
Attach. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) necrotic damage. On a hit, the Amphosite attaches to the target. While attached, the Amphosite doesn't attack. Instead, at the start of each of the Amphosite's turns, the target loses 1d4 hit points due to blood loss.

Detach. The Amphosite can detach itself from the host as a bonus action and move up to half its speed.

Aphscel (Af-Skel)

Aphscels are repulsive-looking creatures standing between 8 and 10 feet in height. They have vaguely heart-shaped heads with no external nostrils and jaws that fall almost to chest level, housing 12-inch fangs. Their pale, almost white skin is hairless except for small tufts on their appendages. Despite their awkward, floundering gait, they can move with lightning speed.

Aphscels are carnivorous and inhabit remote locations where prey is abundant. They are relentless hunters that do not cease their attacks until either they or their prey are dead. Their high Dexterity allows them to attack twice per turn. Aphscels possess great regenerative powers, healing rapidly and even regenerating from severed limbs unless harmed by fire, acid, or dark water.



Aphscel

Large monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 150 (2d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Dex +9, Con +6
Skills Perception +4
Damage Vulnerabilities Fire, Acid, Dark Water
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 10 (5,900 XP)

Regeneration. The Aphscel regains 10 hit points at the start of its turn if it has at least 1 hit point. If the Aphscel takes fire, acid, or dark water damage, this trait doesn't function at the start of its next turn. The Aphscel can regrow severed limbs. If the Aphscel is dismembered, each limb fights independently and regrows a new body in 2 hours unless subjected to fire, acid, or dark water damage.

Relentless. The Aphscel knows no fear and does not cease its attack until it or its prey is dead.

Actions

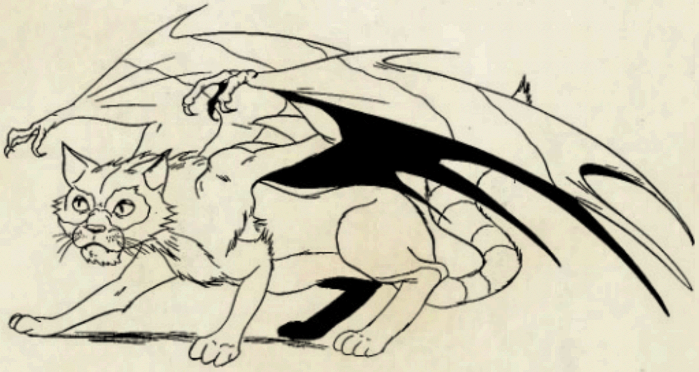
Multiattack. The Aphscel makes two bite attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 14 (2d6 + 5) piercing damage. The Aphscel can attack the same individual twice or split its attacks between two individuals.

BAT-CAT

A Bat-Cat has the body of a house cat, with 3-foot long bat wings ending in long sharp claws. These claws enable the creature to cling easily to its victim, a tree, or other such objects. Bat-Cats are social creatures that travel in large groups for mutual protection.

If threatened, the entire community swoops down to defend. In melee, Bat-Cats remain airborne, making swooping attacks with their sharp claws.



BAT-CAT

Small monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 30 (4d6 + 16)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	4 (-3)	10 (+0)	8 (-1)

Saving Throws –
Skills Perception +4, Stealth +7
Damage Resistances –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 3 (700 XP)

Curious Nature. Bat-Cats are highly curious, especially about humans. They often circle overhead and observe them. If they believe they are not being observed, they peruse through any unattended packs, boxes, tents, etc.

Pack Tactics. Bat-Cats have advantage on an attack roll against a creature if at least one of the Bat-Cat's allies is within 5 feet of the creature and the ally isn't incapacitated.

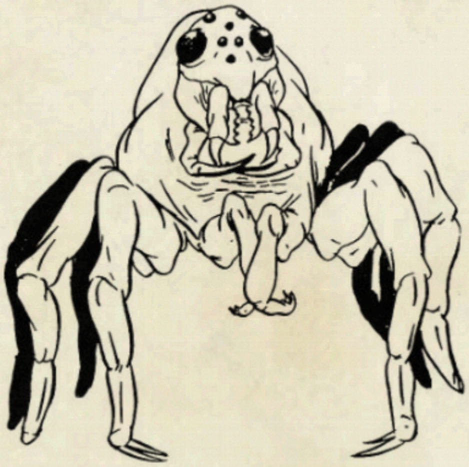
ACTIONS

Multiattack. The Bat-Cat makes two claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 7 (1d6 + 5) slashing damage.

BAMEME (BAM-EE-ME)

Bameme are small, hairless, spider-like creatures with eight to twelve legs. They dwell in lush foliage exceeding twelve feet in height and are carnivorous, hunting small birds and animals. They propel themselves into the air using bursts of air from a small gland and glide to their prey. Often bred in captivity and used as weapons, Bameme attack any size group of man and beast alike. Although related to spiders, they do not secrete poison and attack solely with their bite.



BAMEME

Tiny monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 20 (4d4 + 8)
Speed 20 ft., fly 60 ft. (glide)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Saving Throws –
Skills Perception +2, Stealth +5
Damage Resistances –
Senses Darkvision 30 ft., Passive Perception 12
Languages –
Challenge 1/2 (100 XP)

Aerial Burst. Bameme can use a small gland to shoot out bursts of air, allowing them to propel themselves skyward and glide for up to 30 minutes.

Pack Tactics. Bameme have advantage on an attack roll against a creature if at least one of the Bameme's allies is within 5 feet of the creature and the ally isn't incapacitated.

Swarm. When Bameme are in large numbers, they can appear as a distant flock of birds or a dark dust cloud on the horizon.

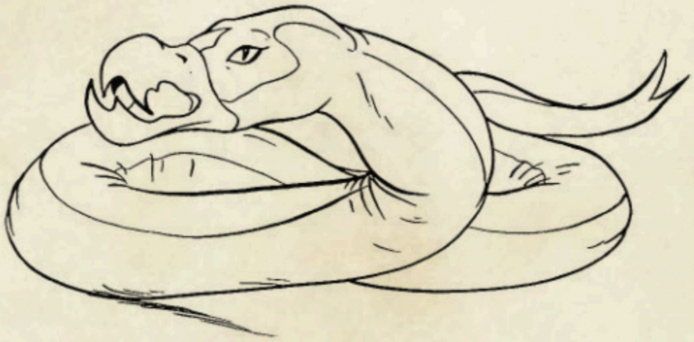
ACTIONS

Multiattack. The Bameme makes two bite attacks.

Bite. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

BEAKED VIPER

A Beaked Viper can grow up to 5 feet in length and resembles a typical viper, except it has a large parrot-like beak instead of fangs. These creatures are common throughout Mer and possess numerous glands in their mouths that secrete a digestive enzyme. When threatened, they can spit this enzyme up to 20 feet away. Beaked Vipers are easily startled and will spit at anything that surprises them.



BEAKED VIPER

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Saving Throws –
Skills Perception +2, Stealth +6
Damage Resistances –
Senses Darkvision 30 ft., Passive Perception 12
Languages –
Challenge 2 (450 XP)

Venom Spit. The Beaked Viper can spit its venom up to 20 feet. The target must make a DC 14 Dexterity saving throw or take 9 (2d8) acid damage and be blinded until the end of their next turn.

Keen Senses. The Beaked Viper has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

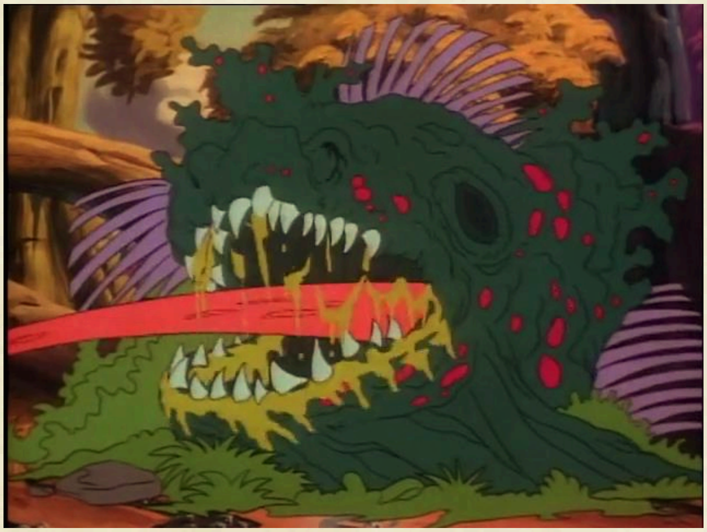
Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage. The target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

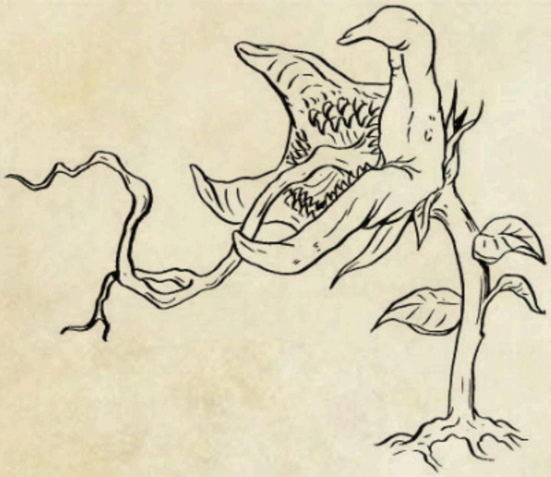
BEAST BUSH

Beast Bushes are carnivorous plants that resemble red-flowered bushes and can grow between 5 and 10 feet in diameter. They are commonly found in tropical and subtropical regions. Due to their natural appearance, they are often mistaken for normal bushes.

When a creature comes within 15 feet of a Beast Bush, it reveals a circular maw with jagged teeth and extends its vine-shaped tongue to pull the prey toward its mouth at a rate of 15 feet per minute. The Beast Bush's tongue must be severed to release its grip on a victim. Once a victim is within reach, the Beast Bush attacks furiously with its jagged teeth.

Blunt weapons have no effect on Beast Bushes, but edged weapons deal increased damage and fire-based attacks deal double damage.





BEAST BUSH

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Saving Throws –
Skills Perception +2, Stealth +6
Damage Resistances Bludgeoning, Piercing
Damage Vulnerabilities Slashing, Fire
Senses Blindsight 30 ft., Passive Perception 10
Languages –
Challenge 5 (1,800 XP)

Natural Camouflage. The Beast Bush has advantage on Dexterity (Stealth) checks made to hide in foliage. There is a 75% chance that it is mistaken for a normal bush.

ACTIONS

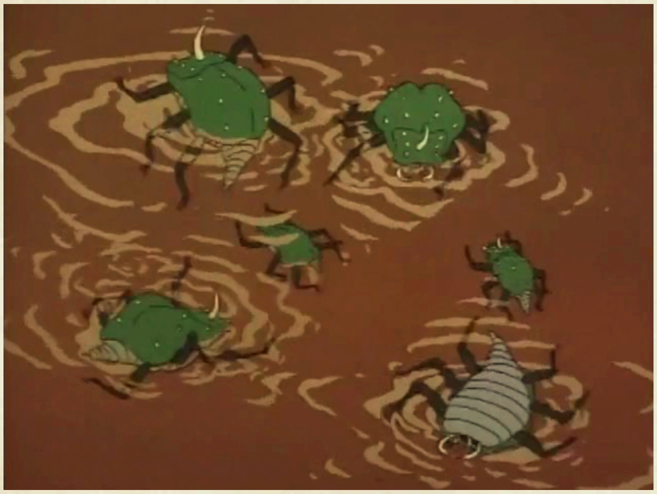
Multiattack. The Beast Bush makes three bite attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Tongue: *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit*: 5 (1d4 + 2) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the Beast Bush can't use its tongue on another target.

BEETLES, WATER

Water Beetles are large, aquatic creatures averaging just under 5 feet in length. They thrive in water and live among the shallow reefs and lagoons of Mer's coastline. Although they are air breathers, Water Beetles spend most of their time underwater, surfacing only once an hour to breathe. These creatures rarely leave the water but prey on land-dwelling creatures. They shoot balls of water from their mouths to knock down and incapacitate their victims, dragging them back into the water to feed.



BEETLES, WATER

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Saving Throws –
Skills Perception +2, Stealth +3
Damage Resistances –
Damage Vulnerabilities –
Senses Darkvision 30 ft., Passive Perception 12
Languages –
Challenge 2 (450 XP)

Amphibious. The Water Beetle can breathe both air and water.

ACTIONS

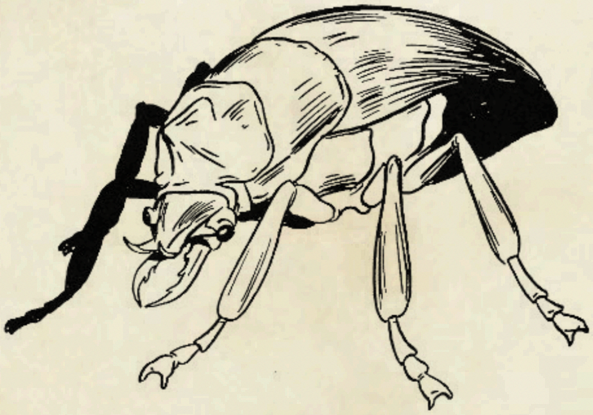
Multiattack. The Water Beetle makes two attacks: one with its bite and one with its water pellet.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Water Pellet: *Ranged Weapon Attack*: +5 to hit, range 30/60 ft., one target. *Hit*: 9 (2d8) bludgeoning damage. On a hit, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

BEETLES, WOOD

Wood Beetles are the smallest variety of giant beetle, averaging under 2 feet in length. As their name implies, these creatures feed on wood and can be found anywhere this substance is abundant. Wood Beetles have voracious appetites and can eat an area of up to 10 square feet of wood per minute. Although harmless to humans, they can quickly destroy any wooden structure they encounter. When a ship passes within 50 yards of a wooded shoreline, all nearby Wood Beetles will proceed toward it to feed. Wood Beetles are prized for their chitinous shells, which are used as armor.



BEETLES, WOOD

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Saving Throws –
Skills Perception +2, Stealth +2
Damage Resistances –
Damage Vulnerabilities –
Senses Darkvision 30 ft., Passive Perception 12
Languages –
Challenge 1/2 (100 XP)

Voracious Appetite. The Wood Beetle can consume an area of up to 10 square feet of wood per minute. This ability can be used to destroy wooden structures or objects.

Attracted to Wood. When a ship passes within 50 yards of a wooded shoreline, all Wood Beetles present immediately proceed toward it in order to feed.

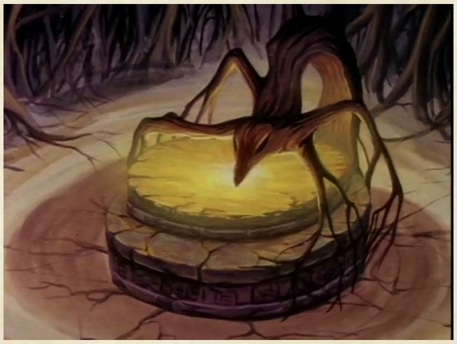
ACTIONS

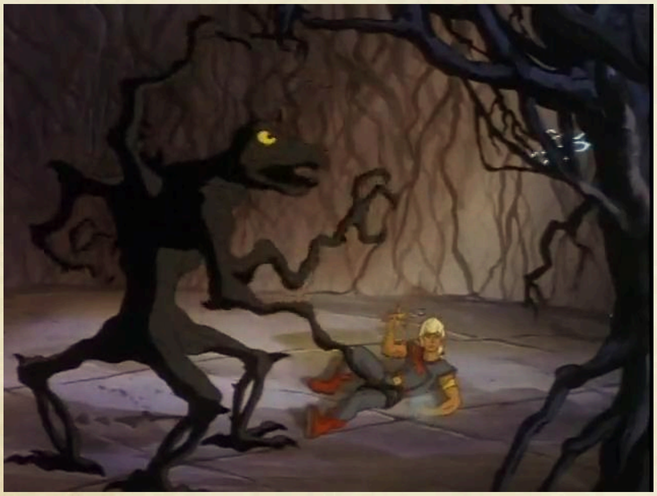
Mandibles. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

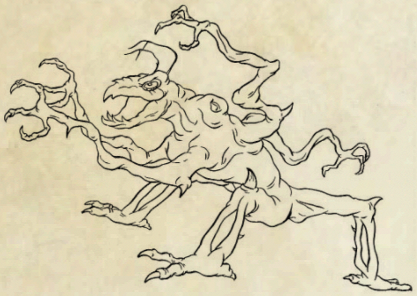
BLIGHT

When unmoving, a Blight appears to be nothing more than the rotting hulk of an ancient tree. However, when animate, a Blight is a fearsome creature with four branch-like arms and legs, each ending in three 5-foot-long wooden thorns. Blights mainly inhabit wooded areas where they naturally blend into their surroundings. When immobile in such surroundings, a Blight is 75% likely to be mistaken for a dead tree.

Whenever any living being as large or larger than a cat walks within 10 feet of a Blight, the Blight uses two of its arms to pin its victim and uses its other two arms to slash and rip its victim's flesh. Consisting of wood, Blights are difficult to destroy. Blunt weapons inflict no damage, edged weapons inflict normal damage, and fire-based attacks inflict twice the normal damage.







BLIGHT

Huge plant, unaligned

Armor Class 18 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	5 (-3)	10 (+0)	7 (-2)

Saving Throws –
Skills Perception +2, Stealth +3
Damage Resistances Bludgeoning, Piercing
Damage Vulnerabilities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages –
Challenge 11 (7,200 XP)

Natural Camouflage. When motionless, the Blight is indistinguishable from a rotting tree, giving it advantage on Dexterity (Stealth) checks made to hide in wooded areas. There is a 75% chance that it is mistaken for a dead tree when immobile.

ACTIONS

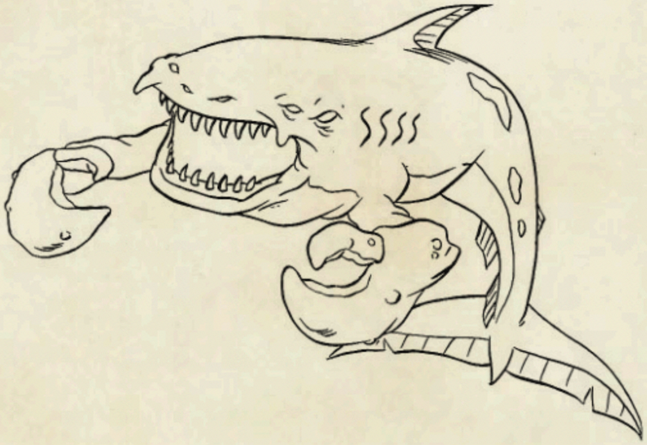
Multiattack. The Blight makes two claw attacks.

Claws. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 19 (3d8 + 6) slashing damage.

CLAWED SHARK

Clawed Sharks resemble common sharks except for a pair of crab-like pincers protruding from just below their dorsal fin. As normal sharks, these mutated creatures are constantly moving and seeking food to satiate their voracious appetites. They are attracted by noise from up to a mile away and can smell blood in a 3-mile radius. There is a 95% chance that a Clawed Shark attacks any creature that is bleeding or appears to be in distress.

These fierce monstrosities travel in packs and are feared by all intelligent creatures. Clawed Sharks are prized for their exotic taste, making them a rare delicacy.



CLAWED SHARK

Large beast, unaligned

Armor Class 18 (natural armor)
Hit Points 102 (12d10 + 36)
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	1 (-5)	10 (+0)	5 (-3)

Saving Throws –
Skills Perception +4, Stealth +6
Damage Resistances Bludgeoning, Piercing
Damage Vulnerabilities Fire
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 7 (2,900 XP)

Blood Frenzy. The Clawed Shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The Clawed Shark has advantage on Wisdom (Perception) checks that rely on smell. It can smell blood in a 3-mile radius.

ACTIONS

Multiattack. The Clawed Shark makes three attacks: one with its bite and two with its claws.

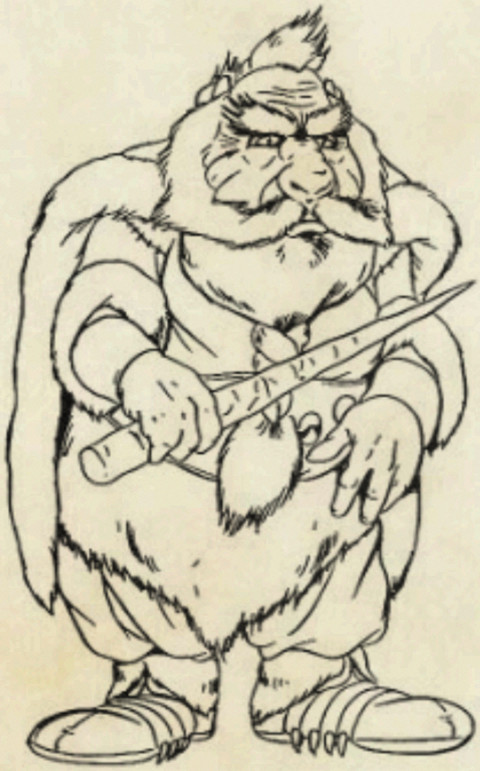
Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 9 (1d8 + 5) slashing damage.

COLDLING

Prevalent on the island of Skorvash, Coldlings are small humanoids standing just under 2 feet in height, with single tufts of snow-white hair on their heads and beards stretching almost to their knees. They are attracted to cold temperatures and are usually found in the deepest caves or areas with temperatures below freezing.

Coldlings can form a layer of ice on any surface and shoot softball-sized ice balls. While not hostile, they enjoy playfully tormenting others with their abilities, especially in narrow or dangerous areas. They create a thin layer of ice to make others slip and fall and then throw ice balls at them. If provoked, Coldlings will retaliate to inflict damage.



COLDLING

Small humanoid, Chaotic Neutral

Armor Class 12 (whale hyde)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Saving Throws –
Skills Perception +4, Stealth +6
Damage Resistances Cold
Damage Vulnerabilities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Dwarvish
Challenge 2 (450 XP)

Ice Slip. Coldlings can form a 1-inch layer of ice covering any surface up to a 30-foot diameter. The ice lasts for 2d6 minutes in any above-freezing environment and indefinitely in freezing or below-freezing environments. Any creature walking over the ice must succeed on a DC 13 Dexterity saving throw or fall prone. Movement across the ice is at half speed.

ACTIONS

Multiattack. The Coldling makes two attacks: one with its weapon and one with its ice ball.

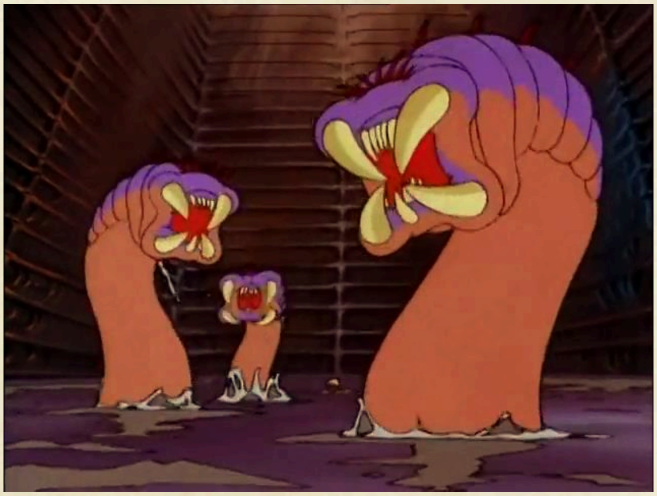
Weapon. *Melee* or *Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning or slashing damage, depending on the weapon.

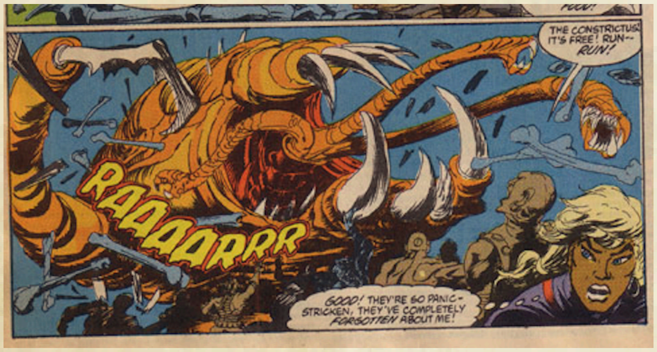
Ice Ball. *Ranged Weapon Attack*: +3 to hit, range 15 ft., one target. *Hit*: 6 (1d10 + 1) cold damage.

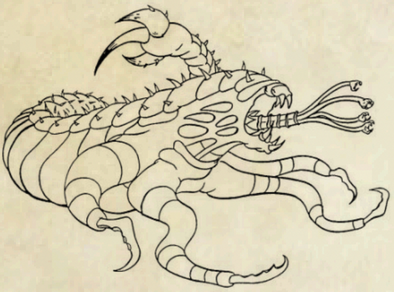
CONSTRICTUS

A Constrictus is a hybrid between a leviathan and a gallquin, with the worst characteristics of each. It has a 20-foot-long serpentine body with a row of spiked armored plates extending down its spine and four 3-foot-thick tentacles, each ending in a single scythe-like claw. Its mouth is ringed with 3-foot-long taloned teeth, and when opened, reveals four smaller detachable claws. A Constrictus has no eyes but is extremely sensitive to vibrations and locates its prey with this ability.

A Constrictus operates equally well on land and in water and can be found anywhere where food is plentiful. It is fearless and attacks anything, regardless of size. In melee, a Constrictus can attack up to six times per round, with its tentacles and unique mouth. When its mouth is open, four snake-like tongues extend up to 20 feet and may attack independently.




THE CONSTRICTUS! IT'S FREE! RUN-- RUN!
RAAAAARRR
GOOD! THEY'RE SO PANIC-STRICKEN, THEY'VE COMPLETELY FORGOTTEN ABOUT ME!



CONSTRICTUS

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)
Hit Points 238 (17d12 + 119)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Str +12, Dex +8, Con +12, Wis +6
Skills Perception +4, Stealth +6
Damage Resistances Bludgeoning, Piercing
Damage Vulnerabilities Fire
Senses Blindsight 120 ft., Passive Perception 11
Languages –
Challenge 15 (13,000 XP)

Vibration Sense. A Constrictus can detect vibrations within 120 feet. This ability allows it to locate prey that remains motionless with a DC 15 Wisdom (Perception) check.

Saliva Infection. Anyone injured by a Constrictus bite must succeed on a DC 18 Constitution saving throw or be infected by its germ-infested saliva. An hour after infection, the afflicted being takes 3d6 necrotic damage per hour until cured by magic such as lesser restoration or greater restoration.

ACTIONS

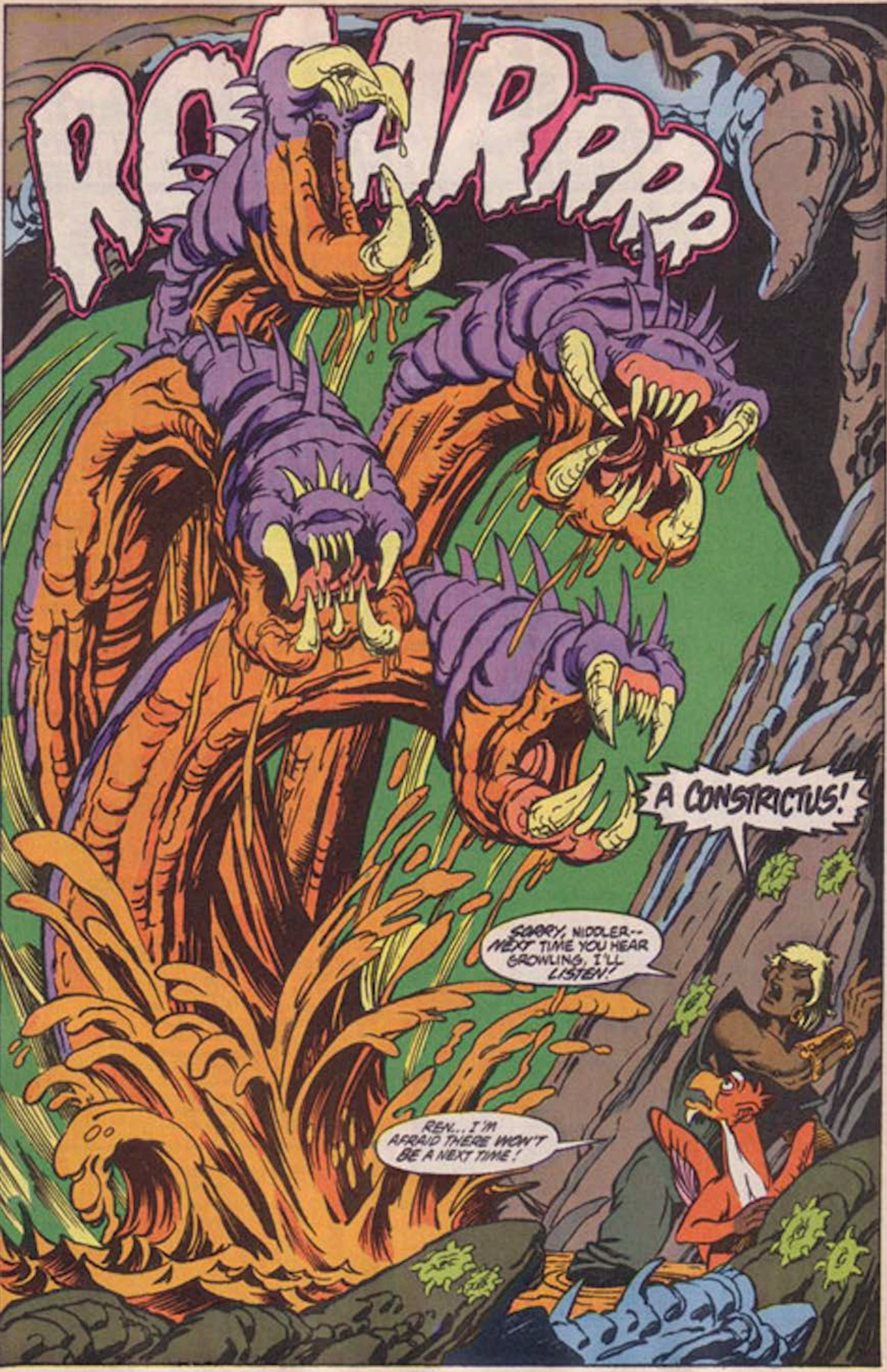
Multiattack. The Constrictus makes six attacks: two with its bite, two with its claws, and two with its tentacles.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 7) piercing damage plus 10 (3d6) necrotic damage from saliva infection.

Claw. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 11 (1d10 + 7) slashing damage.

Tentacle. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit*: 13 (2d8 + 7) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Constrictus can't use this tentacle on another target.

Saliva Spit (Recharge 5-6): The Constrictus can spit its infected saliva in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.


ROARRRR
A CONSTRICTUS!
SORRY, NIDDLER-- NEXT TIME YOU HEAR GROWLING, I'LL LISTEN!
REN... I'M AFRAID THERE WON'T BE A NEXT TIME!

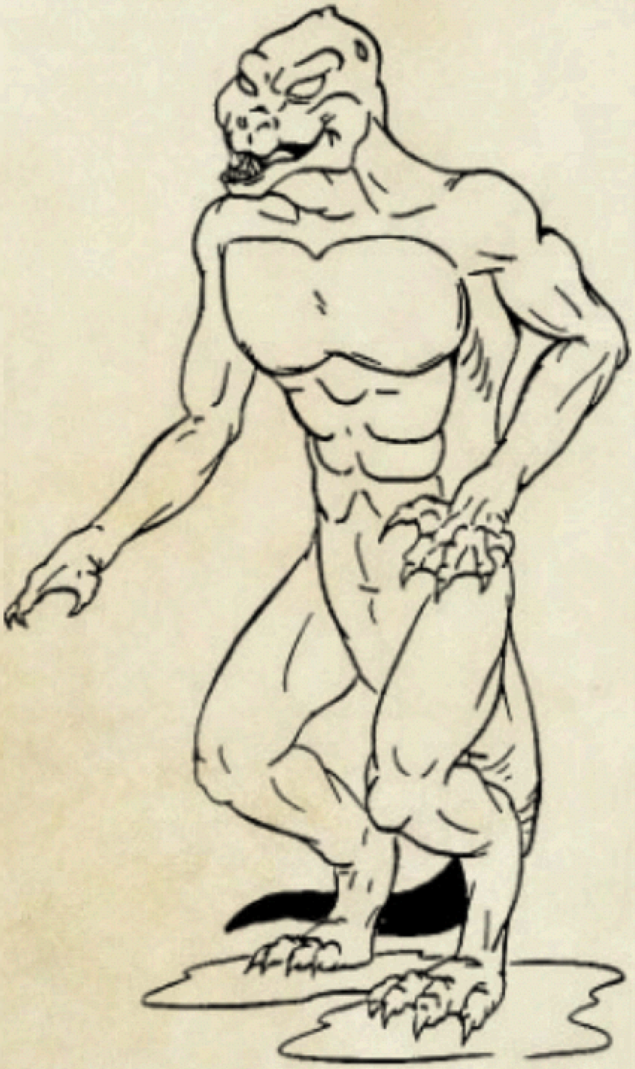
CROCMAN

Crocmen are hybrids of man and crocodile, inhabiting swampy areas near freshwater lakes or rivers. Their bodies are reptilian, and their heads are covered with tough, thick scales. They have yellow eyes without pupils and recessed ears. Most are man-sized, but some can grow up to 10 feet in length.

Crocmen are shapechangers and can appear as tall, comely humans when on land. In this form, only their yellow eyes may give them away, as they appear perfectly normal in all other respects.

Intelligent and cunning, Crocmen use their shapechanging abilities to their advantage, often setting traps by appearing in distress while another group lies in wait. When aid is rendered, the ambushing Crocmen attack from below the water while the disguised ones attack from the rear.

Crocmen are blood enemies with the Tress and will attack them on sight.



CROCMAN

Large monstrosity (shapechanger), Neutral Evil

Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	10 (+0)

Saving Throws –
Skills Perception +4, Stealth +5
Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks not made with silvered weapons
Damage Vulnerabilities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Draconic
Challenge 5 (1,800 XP)

Shapechanger. As an action, the Crocman can transform into a Large crocodile-humanoid hybrid or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The Crocman can breathe air and water.

ACTIONS

Multiattack. The Crocman makes two attacks: one with its bite and one with its weapon.

Bite (crocodile form only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 4) piercing damage.

Weapon. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage, or 8 (1d10 + 4) bludgeoning damage if wielding a club or mace.

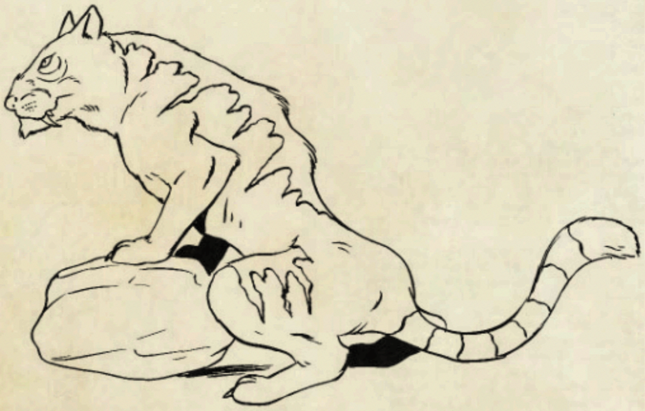
CRYSCAN CAT

Cryscan Cats are shape-changing creatures that, at will, can take on two forms: that of a domestic cat and that of a 5-foot high, 12-18-foot long, muscular, prehistoric cat, complete with eight-inch canine teeth.

Because of their nature, these creatures can be found in almost any location, be it in remote grasslands, mountainous regions, or in the middle of a large city. In the wild, most Cryscan Cats switch freely between their forms as the need arises or as their temperament dictates. In this setting, they are excellent hunters and take their prey by leaping up to 20 feet, holding it with their front claws, crushing its throat with their powerful jaws, and raking with their hind claws.

Many Cryscan Cats prefer to dwell in domestic cat form among humans, as these creatures then have all of their needs met. When in this situation, they often spend the majority of their days sunning themselves and engaging in other typical cat endeavors. However, no matter how well trained, at night there is a 50% chance that they change into their large form and prowl the streets in search of prey, human or otherwise.

After their nightly prowling is done, they revert to their small form and return home, with their owners usually being unaware of what has occurred. Lastly, it is not uncommon to find Cryscan Cats acting as companions/bodyguards for young ladies of high standing. When in this service, they can be extremely loyal creatures, willing to die defending their mistress.



CRYSCAN CAT

Large monstrosity (shapechanger), unaligned

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws –
Skills Perception +4, Stealth +10
Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks not made with silvered weapons
Damage Vulnerabilities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Understands Common but can't speak
Challenge 6 (2,300 XP)

Shapechanger. As an action, the Cryscan Cat can transform into a domestic cat (Tiny beast) or back into its true form, a 5-foot high, 12-18-foot long prehistoric cat. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Pounce. If the Cryscan Cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Cryscan Cat can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The Cryscan Cat makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 6) slashing damage.

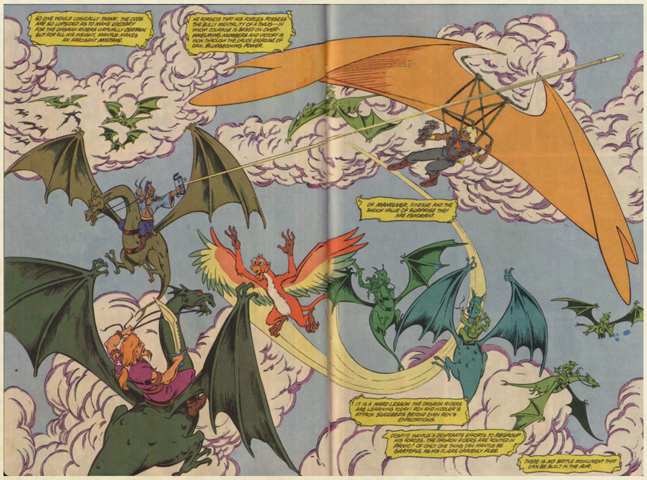
DAGRON

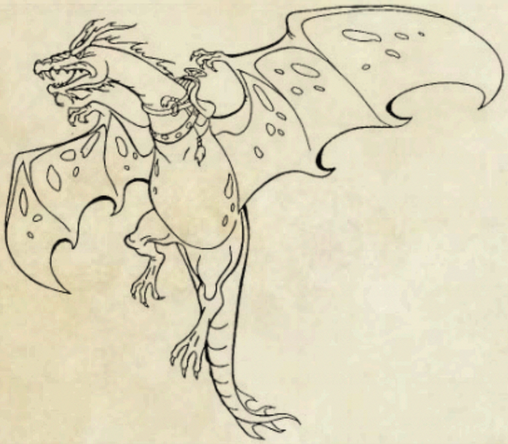
Dagrons are winged reptilian creatures averaging between 6 and 15 feet in length, with smooth blue-green scales, proportionately sized hooked bat wings, spiked tails, and legs ending in 12-inch claws.

Dagrons inhabit all areas of Mer and can be found anywhere that has an abundance of game animals or that is close to a large body of water. They are feared hunters, spending the majority of their time seeking or consuming prey. They prefer prey that is man-sized or smaller. However, if the opportunity arises, or if hunting in a group, they attack creatures up to five times their size, not unlike sharks in a feeding frenzy.

Although Dagrons usually do not seek others of their kind for companionship, they are not territorial and cohabitate if beneficial to all involved. Therefore, when three or more Dagrons cohabitate, there is a 10% chance that there are 2d6 hatchlings present (AC 13 and no attack capabilities).

Due to their size and strength, Dagrons are highly prized mounts. Only subdued Dagrons or those found as hatchlings (under two weeks old) may be trained as mounts.


SO ONE WOULD LOGICALLY THINK. THE ODDS ARE SO LOPSIDED AS TO MAKE VICTORY FOR THE DAGRON RIDERS VIRTUALLY CERTAIN. BUT FOR ALL HIS INSIGHT, MANTUS MAKES AN ARROGANT MISTAKE.
HE FORGETS THAT HIS FORCES POSSESS THE BULLY MENTALITY OF A THUG -- IN WHOM COURAGE IS BASED ON OVER-WHELMING NUMBERS AND VICTORY IS WON THROUGH THE CRUDE EXERCISE OF RAW, BLUDGEONING POWER.
OF MANEUVER, FINESSE AND THE SHOCK VALUE OF SURPRISE THEY ARE IGNORANT.
IT IS A HARD LESSON THE DAGRON RIDERS ARE LEARNING TODAY! REN AND NIDDLER'S ATTACK SUCCEEDS BEYOND EVEN REN'S EXPECTATIONS.
DESPITE MANTUS'S DESPERATE EFFORTS TO REGROUP HIS FORCES, THE DAGRON RIDERS ARE ROUTED IN PANIC! OF ONLY ONE THING CAN MANTUS BE GRATEFUL AS HIS FLIERS CRAVENLY FLEE.
THERE IS NO BATTLE MONUMENT THAT CAN BE BUILT IN THE AIR.



DAGRON

Huge dragon, unaligned

Armor Class 18 (natural armor)
Hit Points 175 (15d12 + 75)
Speed 40 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	5 (-3)	12 (+1)	10 (+0)

Saving Throws Dex +7, Con +9, Wis +5
Skills Perception +5, Stealth +7
Damage Resistances Fire
Damage Vulnerabilities –
Senses Darkvision 120 ft., Passive Perception 15
Languages –
Challenge 10 (5,900 XP)

Fear Aura. Any creature within 30 feet of the Dagron must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Dagron is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dagron's Fear Aura for the next 24 hours.

ACTIONS

Multiattack. The Dagron makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 19 (2d12 + 6) piercing damage.

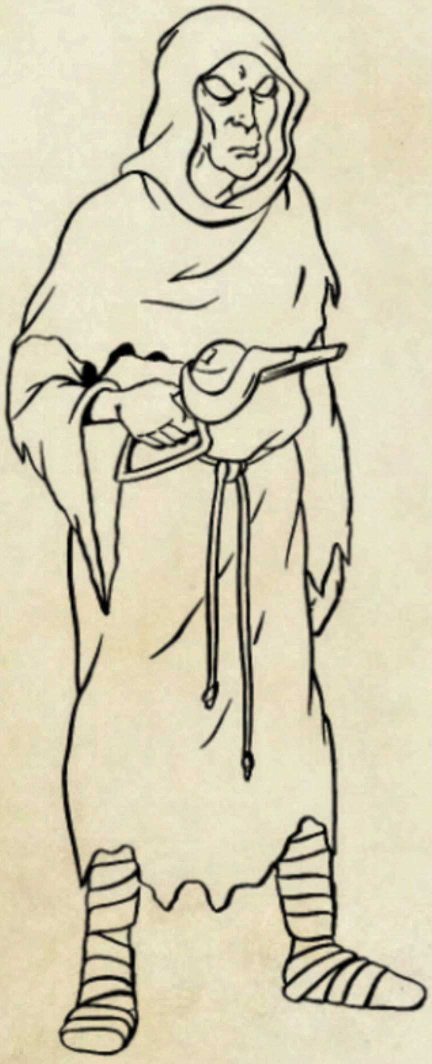
Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 13 (1d10 + 6) slashing damage.

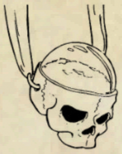
Tail. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 12 (1d8 + 6) bludgeoning damage.

DARK DISCIPLE

Dark Disciples are individuals who have been corrupted by the Dark Dweller, becoming its mindless puppets. They retain their original bodies but are distinguished by their emotionless black eyes, often concealed by heavy cowls. These beings no longer think for themselves and act solely under the will of the Dark Dweller, gathering information and spreading its influence across Mer.

Dark Disciples can fight with any weapon they were proficient with before their corruption and possess both Low and High Magic abilities granted by their dark master. Each Disciple carries a small glass globe filled with a portion of the Dark Dweller, maintaining their connection. If the globe is destroyed, the Disciple dies instantly.





DARK DISCIPLE

Medium humanoid, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 175 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	20 (+5)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Con +9, Wis +4, Cha +8
Skills Deception +8, Insight +4, Persuasion +8, Stealth +5
Damage Resistances Dark Water, Necrotic
Damage Vulnerabilities Radiant
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Abyssal
Challenge 12 (8,400 XP)

Low Magic. The Dark Disciple can cast the following spells, requiring no material components. Spell save DC 16, +8 to hit with spell attacks:

- At will: Darkness, Inflict Wounds, Cause Fear
- 3/day each: Hold Person, Vampiric Touch
- 1/day each: Blight, Contagion

High Magic. The Dark Disciple can cast the following spells, requiring no material components. Spell save DC 18, +10 to hit with spell attacks:

- 1/day each: Finger of Death, Dominate Person

Dark Connection. The Dark Disciple is in constant telepathic communication with the Dark Dweller through a small glass globe filled with a portion of the Dark Dweller. This globe has AC 15 and 35 hit points. If the globe is destroyed, the link is severed, and the Dark Disciple immediately dies.

ACTIONS

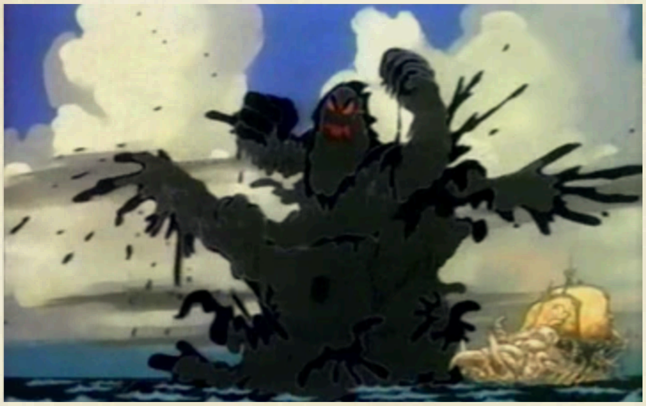
Multiattack. The Dark Disciple makes two weapon attacks.

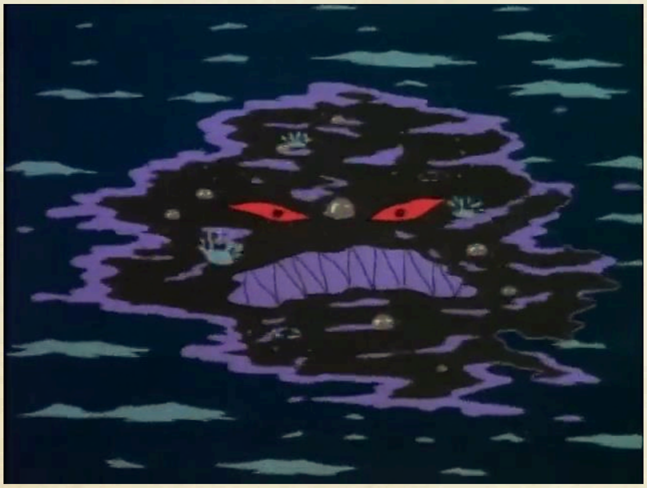
Weapon Attack. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 10 (1d8 + 6) slashing damage.

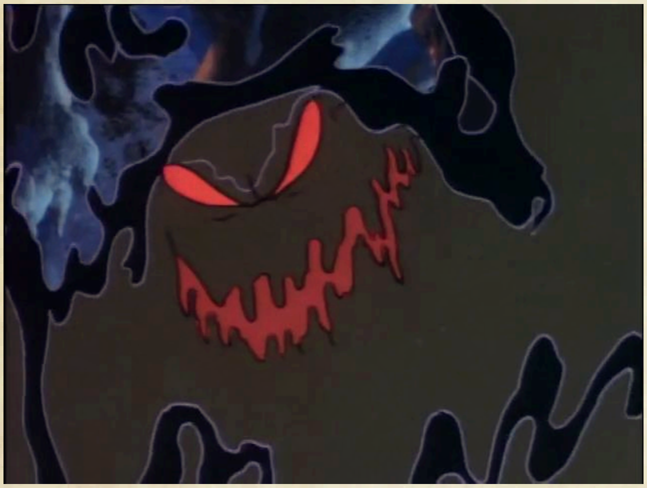
Dark Infusion. The Dark Disciple channels the power of the Dark Dweller through their weapon attack. On a hit, the target must make a DC 16 Constitution saving throw or take an additional 21 (6d6) necrotic damage and become paralyzed until the end of their next turn.

DARK DWELLER

The Dark Dweller is a shapeless, ever-changing pool of black putrescence, the embodiment of all evil on Mer. Spawned from a powerful ecomantic spell intended to cleanse the souls of men, it now seeks to engulf all of Mer in Dark Water. The Dark Dweller's presence is a harbinger of destruction, and only the Thirteen Treasures of Rule hold the power to combat this malevolent force. Its formless nature allows it to appear anywhere Dark Water exists, making it an omnipresent threat to the world of Mer.







DARK DWELLER

Gargantuan aberration, Chaotic Evil

Armor Class 25 (natural armor)
Hit Points 500 (40d12 + 200)
Speed 60 ft., fly 40 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	30 (+10)	20 (+5)	30 (+10)

Saving Throws Str +18, Dex +13, Con +18, Wis +13, Cha +18
Skills Perception +5, Stealth +7
Damage Immunities All except +3 or Legendary magical weapons, 6th-level spells or higher, or the Treasures of Rule
Damage Vulnerabilities Treasures of Rule
Senses Truesight 120 ft., Passive Perception 20
Languages Any, telepathy 120 ft.
Challenge 30 (155,000 XP)

Formless. The Dark Dweller can move through a space as narrow as 1 inch wide without squeezing. It can also occupy the same space as other creatures. Any creature that starts its turn in the same space as the Dark Dweller takes 55 (10d10) necrotic damage and is pushed 10 feet away.

Aura of Despair. Any creature that starts its turn within 60 feet of the Dark Dweller must succeed on a DC 26 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dark Dweller's Aura of Despair for the next 24 hours.

Regeneration. The Dark Dweller regains 50 hit points at the start of its turn. If it takes damage from the Treasures of Rule, this trait doesn't function at the start of the Dark Dweller's next turn. Immutable Form: The Dark Dweller is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The Dark Dweller makes three attacks: one with its engulfing mass and two with its tendrils.

Engulfing Mass. *Melee Weapon Attack*: +18 to hit, reach 20 ft., one target. *Hit*: 55 (10d10) necrotic damage. If the target is Large or smaller, it is grappled (escape DC 26). Until this grapple ends, the target is restrained, blinded, and at risk of being absorbed into the Dark Dweller.

Tendrils. *Melee Weapon Attack*: +18 to hit, reach 30 ft., one target. *Hit*: 36 (8d6 + 10) necrotic damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Call of the Abyss (Recharge 5-6). The Dark Dweller calls forth dark water to spread across the battlefield. Each creature within a 60-foot radius centered on the Dark Dweller must make a DC 26 Dexterity saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute, and any creature that starts its turn in the area takes 33 (6d10) necrotic damage.

Legendary Actions

The Dark Dweller can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dark Dweller regains spent legendary actions at the start of its turn.

Tendril Attack. The Dark Dweller makes a tendril attack.

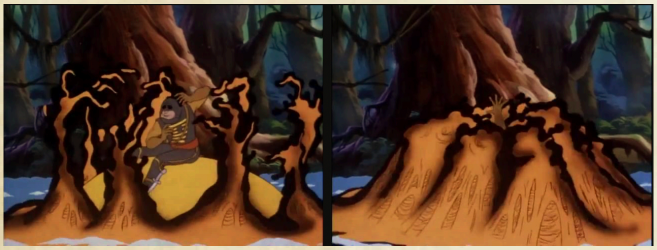
Necrotic Wave (Costs 2 Actions). The Dark Dweller releases a wave of necrotic energy. Each creature within 30 feet of the Dark Dweller must succeed on a DC 26 Constitution saving throw or take 27 (5d10) necrotic damage and be knocked prone.

Teleport (Costs 3 Actions). The Dark Dweller magically teleports to an unoccupied space it can see within 120 feet.

Special Traits

Shapeless Terror. The Dark Dweller can appear as a 20-foot-high fountain of Dark Water or as a distorted face in a pool of Dark Water. It uses Dark Water as a means of travel and can automatically appear anywhere Dark Water exists. However, the Dark Dweller may only appear at one place at any given time.

Treasures of Rule Vulnerability. Only the Treasures of Rule can effectively combat the Dark Dweller. Each successful attack with a Treasure of Rule bypasses its damage immunities and negates its regeneration for 1 turn.



Dark Water

Dark Water appears as blobs of thick, evil excrement, spewed from the Dark Dweller's hatred of life. It can be found anywhere throughout Mer, but only travels via water and fissures in Mer's crust. For every minute that Dark Water is in contact with any object or being, it inflicts 1d20 necrotic damage. However, Leviathans and objects made of Leviathan hide are impervious to Dark Water attacks. Dark Water is attracted to movement and flows towards it, making it a relentless and deadly force in the world of Mer. Only the Treasures of Rule have the power to combat and neutralize its malevolent presence.

Dark Water is attracted to movement within a 100-yard radius and flows towards it. It can sense movement through vibrations and follows it at a speed of 10 feet per minute.

Dark Water

Huge ooze, Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 0ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	1 (-5)	12 (+1)	1 (-5)

Saving Throws –
Skills –
Damage Resistances Acid; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Vulnerabilities Radiant; Fire; Treasures of Rule
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages –
Challenge 8 (3,900 XP)

Opportunits. Dark Water has advantage on attack rolls against any creature it has surprised.

Actions

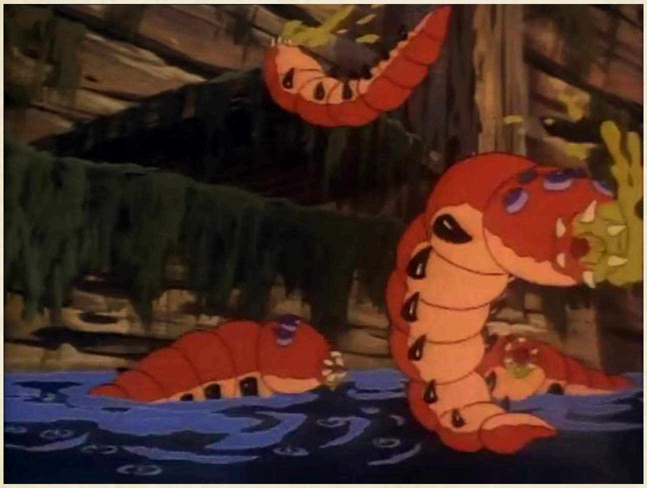
Multiattack. Dark Water makes two attacks: one with its Engulfing Mass and one with its Tendrils.

Engulfing Mass.* *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 18 (4d6 + 4) necrotic damage. If the target is Large or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and at risk of being absorbed into Dark Water.

Tendrils. *Melee Weapon Attack*: +7 to hit, reach 20 ft., one target. *Hit*: 13 (2d8 + 4) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DARVA WORM

Darva Worms are 8 to 10 feet long caterpillar-like creatures, often found in fertile soils near large bodies of water. With five eyes and flexible, dagger-like teeth, they can bore through wood, flesh, and other porous materials at a rate of 1 foot per round. Their preferred habitats include areas rich in soil, making them a constant threat to those who venture too close to their domains. These creatures are relentless eaters, consuming anything in their path with their powerful bites.



DARVA WORM

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	3 (-4)

Saving Throws Str +7, Con +6
Skills –
Damage Resistances Piercing, Slashing
Condition Immunities Charmed, Frightened
Senses Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 10
Languages –
Challenge 5 (1,800 XP)

Tunneler. The Darva Worm can burrow through wood, flesh, and other porous materials at a rate of 1 foot per round. This creates a 2-foot diameter tunnel. Eater of Flesh: When the Darva Worm hits a creature with its bite, it attaches to the target. While attached, the worm doesn't attack. Instead, at the start of each of the worm's turns, the target loses 10 (3d6) hit points due to blood loss. Detach: The Darva Worm can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the worm.

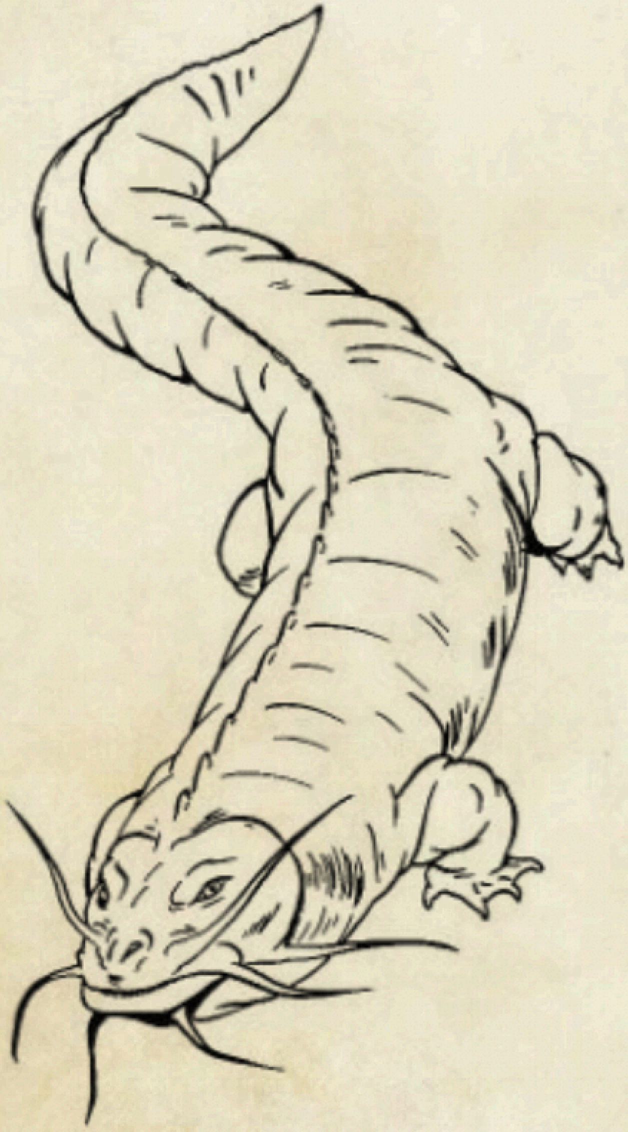
ACTIONS

Multiattack. The Darva Worm makes two bite attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage. On a hit, the Darva Worm attaches to the target.

DEXOLOR

Dexolor are amphibious salamanders that can grow up to 8 feet in length. They possess a wide, bony body and tail, a bull-like head, and a mouth surrounded by barbels. These creatures are air breathers but can switch to anaerobic metabolism, allowing them to stay submerged and active for up to 3 hours without breathing. Though they typically avoid larger creatures, they will fiercely defend themselves when threatened, using their barbels to inflict damaging and paralyzing attacks.



DEXOLOR

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Str +7, Con +6
Skills –
Damage Resistances Cold
Condition Immunities Paralyzed
Senses Darkvision 60 ft., Passive Perception 10
Languages –
Challenge 4 (1,100 XP)

Amphibious. The Dexolor can breathe air and water.

Anaerobic Metabolism. The Dexolor can stay submerged and active without breathing for up to 3 hours.

Paralyzing Barbels. When a creature is hit by the Dexolor's barbels, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1d10 hours.

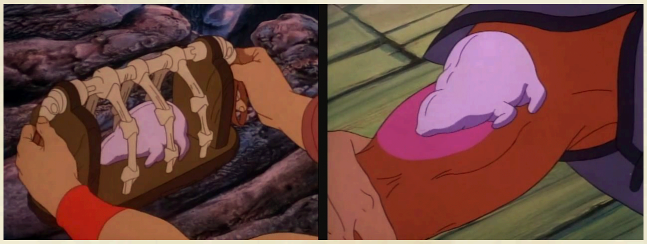
ACTIONS

Multiattack. The Dexolor makes two barbel attacks.

Barbel. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 4) piercing damage. On a hit, the target must make a DC 14 Constitution saving throw or be paralyzed for 1d10 hours.

DREEN

Dreen are small, white, quadruped blobs of protoplasm that grow between six and twelve inches in height and length. They are mindless creatures that survive on instinct alone, inhabiting all areas of Mer. No one is sure how they survive as they are never seen feeding, mating, or giving birth. Despite their mysterious existence, Dreen are known for their unique ability to expedite healing by absorbing damage from wounds. This healing ability makes them valuable, though they cannot be kept or bred in captivity due to their rapid decay when confined.



DREEN

Tiny ooze, unaligned

Armor Class 11
Hit Points 13 (3d4 + 6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	1 (-5)	6 (-2)	3 (-4)

Saving Throws Con +4
Skills –
Damage Resistances Acid, Poison
Condition Immunities Blinded, Charmed, Deafened, Frightened, Prone
Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 8
Languages –
Challenge 1/4 (50 XP)

Healing Absorption. For each minute a Dreen is placed on any wound, it absorbs or heals 1d6 hit points (to a maximum of 30 hit points). As they absorb damage, their color darkens. When they have absorbed 30 hit points, their skin blackens and they begin to dry up, with death resulting in 1d10 minutes.

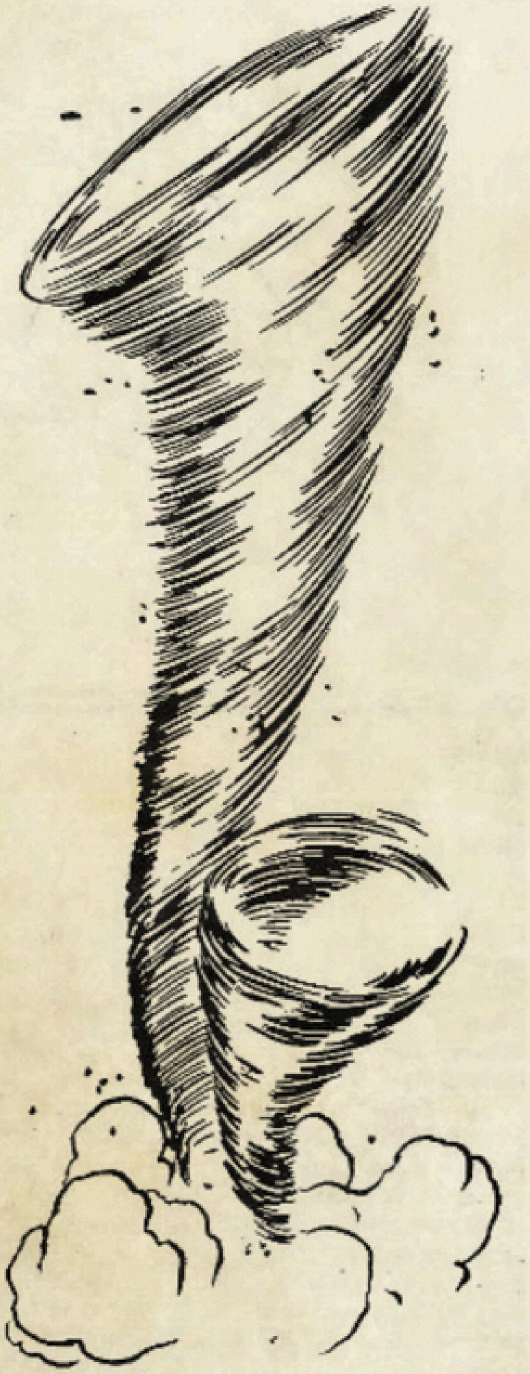
Rapid Decay. Dreen cannot be kept or bred in captivity. For each hour kept in captivity, they lose 5 points of healing ability. When their healing ability reaches zero, they begin to dry up and will die if not released within 2 minutes.

ACTIONS

Healing Touch. The Dreen touches a creature, healing 1d6 hit points. This ability does not work if the Dreen has absorbed 30 hit points and has started to blacken and dry up.

ECO ENTITY: AIR ENTITY

Air Entities are powerful beings created by the magical energies of Mer, often appearing as 8-foot high vortices of whirling wind. They delight in causing mischief, especially to ships at sea, creating total calm or gale-force winds to torment their targets. These entities are nearly immune to normal attacks and are only affected by magical weapons with positive modifiers and air-based or weather-related magic.



AIR ENTITY

Large elemental, Neutral

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	26 (+8)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Saving Throws Dex +12, Wis +6
Skills –
Damage Resistances Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., Passive Perception 12
Languages –
Challenge 10 (5,900 XP)

Air Form. The Air Entity can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Wind Control: The Air Entity can control all winds within a 1-mile radius, causing gusts of up to 150 miles per hour or calming the air entirely. Magic Resistance: The Air Entity has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack.: The Air Entity makes two Wind Buffet attacks.

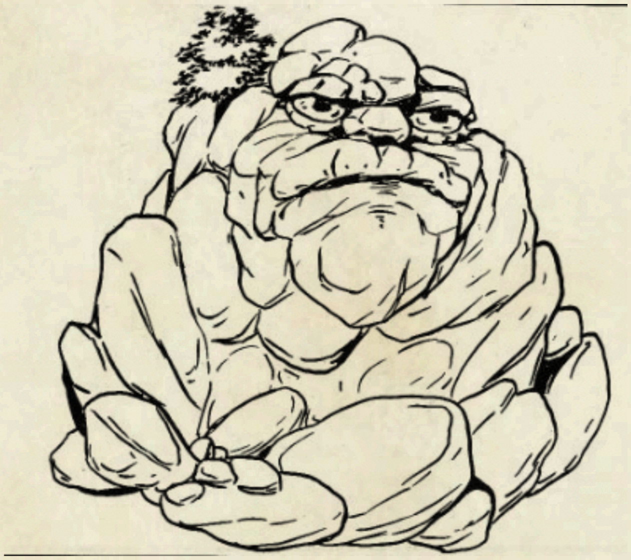
Wind Buffet. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Wind Slam. The Air Entity creates a 20-foot diameter ball of wind that affects every being in a 50-foot radius. Each creature in the area must make a DC 18 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The area within the radius is difficult terrain until the start of the Air Entity's next turn.

Whirlwind (Recharge 5–6). Each creature in the Air Entity's space must make a DC 18 Strength saving throw. On a failure, a target takes 19 (3d8 + 6) bludgeoning damage and is flung up 20 feet away from the Air Entity in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ECO ENTITY: EARTH ENTITY

Earth Entities are towering creatures composed of rock, clay, and other natural elements. They revel in destruction, turning landscapes to dust and demolishing structures. With their mastery over earth, they can manipulate vast amounts of soil and incorporate it into their forms to become even more formidable. Resistant to most physical attacks, these entities are vulnerable only to magical weapons and elemental magic that is not earth-based.



EARTH ENTITY

Large elemental, Neutral Evil

Armor Class 18 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	5 (-3)	15 (+2)	7 (-2)

Saving Throws Str +10, Con +9
Skills –
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Prone, Unconscious
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 12
Languages –
Challenge 10 (5,900 XP)

Earth Mastery. The Earth Entity can control all forms of earth and can move up to 1000 pounds of soil within a 100-foot radius at will. This allows it to engulf foes, destroy structures, or create barriers. Incorporate Earth: As a bonus action, the Earth Entity can incorporate additional earth into its form, increasing its size and hit points by 1d10 per 100 pounds of earth absorbed, up to a maximum of 10d10 additional hit points. Magic Resistance: The Earth Entity has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Earth Entity makes two Fist attacks.

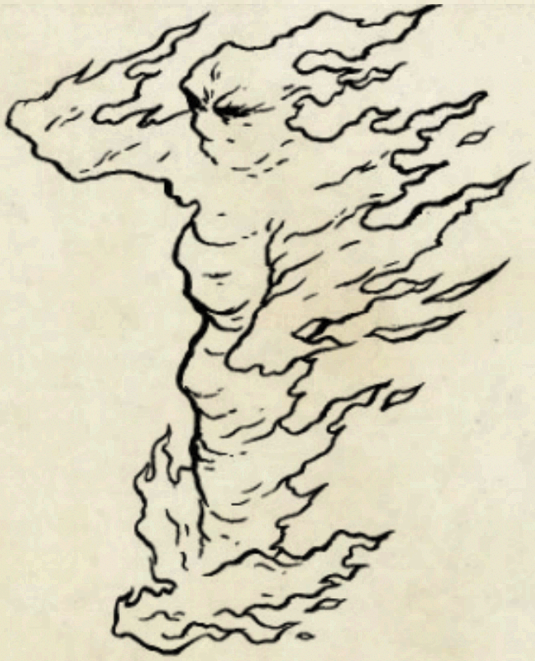
Fist. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 16 (2d8 + 6) bludgeoning damage.

Boulder Throw: *Ranged Weapon Attack*: +10 to hit, range 120 ft., one target. *Hit*: 27 (4d10 + 6) bludgeoning damage.

Engulf (Recharge 5-6). The Earth Entity can attempt to engulf a creature within 10 feet. The target must make a DC 17 Strength saving throw. On a failed save, the target is restrained and takes 16 (2d8 + 6) bludgeoning damage at the start of each of the Earth Entity's turns. The restrained target can make a DC 17 Strength check at the end of each of its turns, freeing itself on a success.

ECO ENTITY: FIRE ENTITY

Fire Entities are towering columns of living flame, standing at 9 feet tall. They revel in destruction and chaos, often starting fires just to watch them burn. Their mastery over fire makes them dangerous adversaries, capable of controlling and spreading flames at will. Resistant to most physical attacks, only magical weapons and certain types of elemental magic can harm them. Earth and water magic are particularly effective, dealing double damage to these fiery beings.



FIRE ENTITY

Large elemental, Chaotic Neutral

Armor Class 13
Hit Points 117 (14d10 + 42)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	3 (-4)	15 (+2)	7 (-2)

Saving Throws Str +10, Con +9
Skills –
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire, Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., Passive Perception 12
Languages –
Challenge 9 (5,000 XP)

Fire Mastery. The Fire Entity can control all fires within a 30-foot radius, causing flammable material to ignite at will and spreading fire up to 120 feet per minute.

Magic Resistance. The Fire Entity has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Fire Entity makes two Burn attacks.

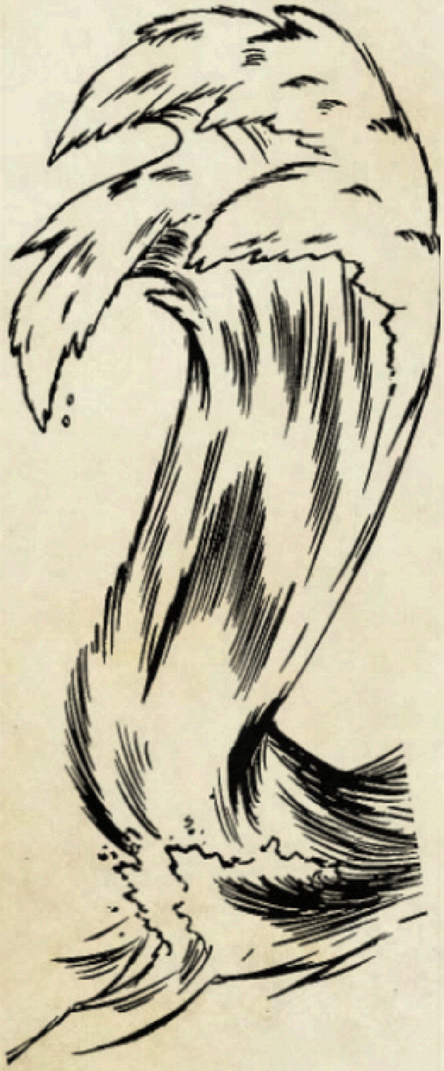
Burn. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) fire damage, and the target is set ablaze, taking 5 (1d10) fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Fire Blast. Ranged Weapon Attack: +8 to hit, range 30 ft., one target. Hit: 18 (4d8) fire damage, and the target must make a DC 15 Dexterity saving throw or be knocked prone.

Flame Wave (Recharge 5-6). The Fire Entity emits a wave of fire in a 30-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried ignite.

ECO ENTITY: WATER ENTITY

Water Entities are towering waves of sentient water, capable of controlling vast amounts of their element with ease. They can grow to immense sizes by incorporating water from their surroundings into their form, making them formidable opponents. Water Entities are often found near large bodies of water and use their mastery over water to manipulate and dominate their environment. Normal weapons are ineffective against them, and only magical weapons with positive modifiers can harm them. Air, earth, and fire magic inflict double damage, while water-based spells have no effect.



WATER ENTITY

Large elemental, Chaotic Neutral

Armor Class 14
Hit Points 110 (13d10 + 36)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	2 (-4)	15 (+2)	7 (-2)

Saving Throws –
Skills –
Damage Resistances Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., Passive Perception 12
Languages –
Challenge 9 (5,000 XP)

Water Mastery. The Water Entity can control up to 2,000 gallons of water within a 100-yard radius, causing it to move up to 240 feet per minute or incorporating it into its form to increase its height up to 25 feet.

Magic Resistance. The Water Entity has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Water Entity makes two Splash attacks.

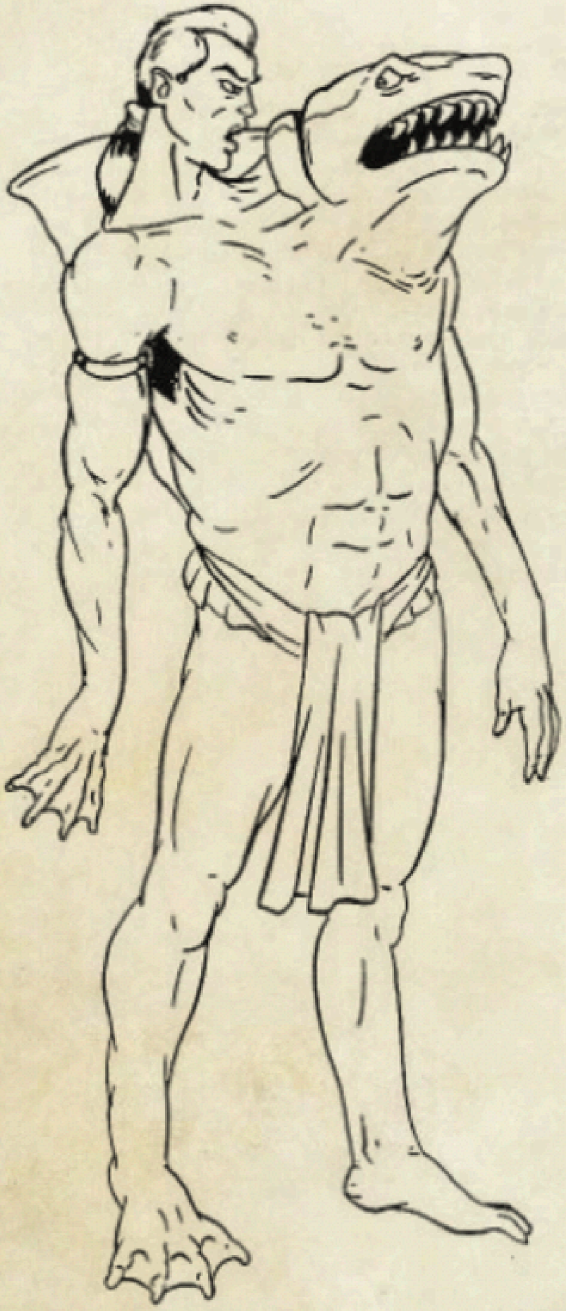
Splash. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Water Spout. Ranged Weapon Attack: +8 to hit, range 60 ft., one target. Hit: 18 (3d10 + 5) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tidal Wave (Recharge 5-6). The Water Entity creates a 20-foot tall, 60-foot long wave of water that crashes down in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one. The wave extinguishes any unprotected flames in its area.

Et (ETT)

An Et is a towering, amphibious creature standing up to 12 feet tall, capable of living both on land and in water. Its body is human-like with webbed extremities and oily, scaled skin. Each of its heads has a distinct personality and constantly fights for control over their shared body. The human head is intelligent and gentle, while the shark head is dumb and vicious. The Et's behavior changes drastically depending on which head is currently dominant, switching between helpful and murderous.



Et

Huge monstrosity, Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	15/5 human/shark (+2/-3)	12 (+1)	10 (+0)

Saving Throws Str +10, Con +8
Skills Perception +4, Athletics +10
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Aquan
Challenge 9 (5,000 XP)

Amphibious. The Et can breathe air and water.

Dual Minds. The Et has two heads, each with a distinct personality. The first head is human, intelligent, and gentle, while the second head is a shark, dumb and vicious. Each head has a 50% chance to dominate every 10 minutes. When one head dominates, the other is subdued but can still influence decisions through arguing and bickering.

Actions

Multiattack. The Et makes three attacks: one with its Bite, one with its Claw, and one with its Weapon.

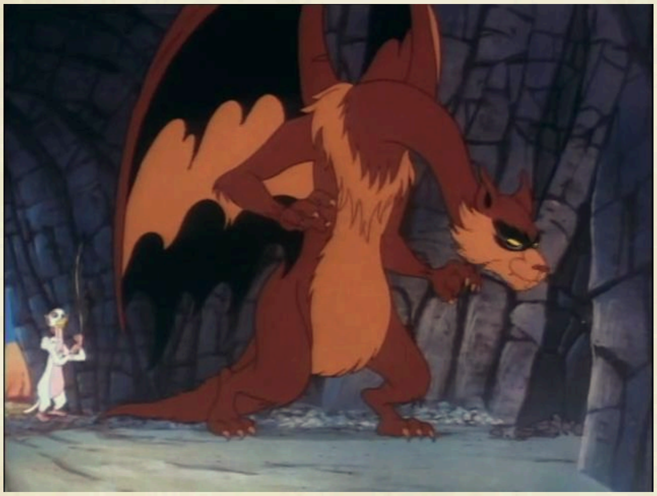
Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage.

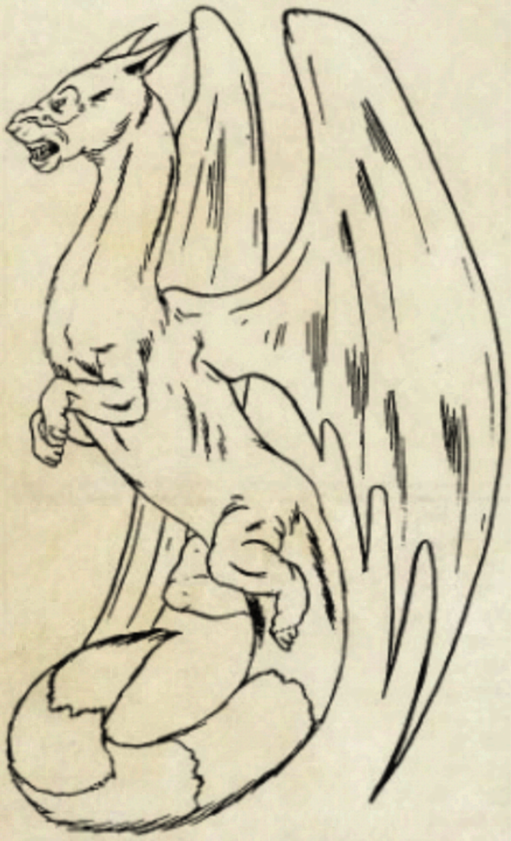
Claw. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 16 (2d8 + 6) slashing damage.

Weapon Attack. *Melee or Ranged Weapon Attack*: +10 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit*: 15 (2d8 + 6) damage.

Feryx (FAIR-ICX)

A Feryx is a hybrid between a ferret and a dragon, often reaching lengths of over twenty feet. Typically appearing as a normal ferret, it metamorphoses into a pseudo-dragon when threatened, sprouting bat-like wings and elongating its ears and teeth. Though shy, a Feryx will fiercely protect its young and fight if cornered. Its Stekka Breath is a highly corrosive weapon, capable of dissolving cloth and wood rapidly. Feryxes are known for their rapid, evasive maneuvers in combat, using their flight to their advantage.





Feryx

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	11 (+0)

Saving Throws Str +10, Dex +8, Con +8
Skills Perception +6, Stealth +8
Damage Resistances Acid, Fire
Condition Immunities –
Senses Darkvision 120 ft., Passive Perception 16
Languages –
Challenge 12 (8,400 XP)

Keen Senses. The Feryx has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Evasion. If the Feryx is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Metamorphosis. The Feryx can transform into a winged form as a bonus action. In this form, it gains the ability to use its Stekka Breath attack.

Actions

Multiattack. The Feryx makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 12 (1d12 + 6) slashing damage.

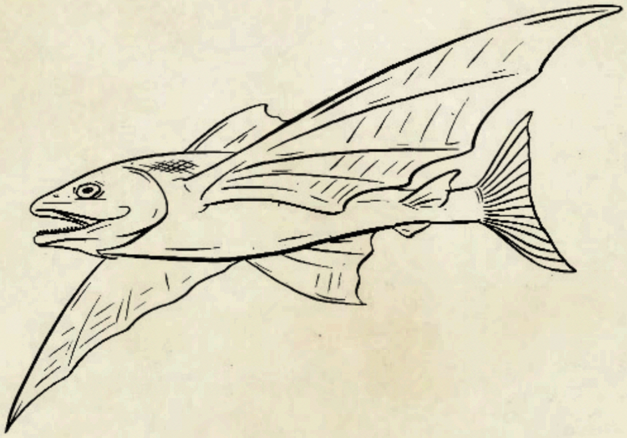
Stekka Breath (Recharge 5-6). In its winged form, the Feryx exhales a corrosive fog in a 50-foot line that is 5 feet wide or a 25-foot radius cloud. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one. The fog persists for 1d6 minutes, dealing 7 (2d6) acid damage to any creature that ends its turn in the fog. Cloth and wood items deteriorate rapidly upon contact.

Reactions

Defensive Flight. When an enemy within 10 feet of the Feryx misses it with an attack, the Feryx can

FLYING FISH

Flying Fish are medium-sized fish with scaly, web-like fins that allow them to glide through the air for short distances. They are found in large schools in the seas of Mer and are known for their high-frequency screams, which they use to communicate and hunt. These screams can stun underwater creatures or confuse those above water. Flying Fish are surface feeders, preying on smaller fish and low-flying seabirds.



FLYING FISH

Medium beast, unaligned

Armor Class 13
Hit Points 45 (6d8 + 18)
Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	16 (+3)	1 (-5)	12 (+1)	6 (-2)

Saving Throws –
Skills Perception +3, Stealth +5
Damage Resistances –
Condition Immunities –
Senses Passive Perception 13
Languages –
Challenge 2 (450 XP)

Scream. The Flying Fish emits a high-frequency scream underwater. Any creature that is not a fish within a 30-foot radius must make a DC 13 Constitution saving throw or be stunned for 1 minute. If the Flying Fish screams while airborne, any creature within a 30-foot radius must make a DC 13 Wisdom saving throw or be confused for 1 minute.

Water Leap. The Flying Fish can leap from the water and glide up to 60 feet, gaining an altitude of up to 20 feet.

Pack Tactics. The Flying Fish has advantage on an attack roll against a creature if at least one of the Flying Fish's allies is within 5 feet of the creature and the ally isn't incapacitated.

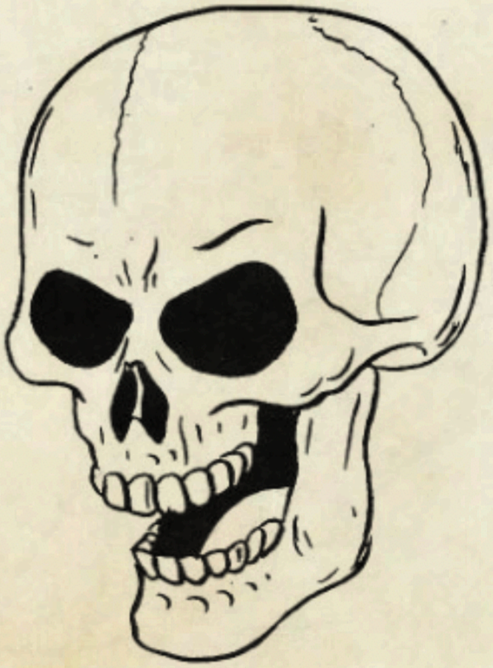
ACTIONS

*__Bite.__ *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Scream (Recharge 5-6). The Flying Fish emits a high-pitched scream in a 30-foot radius. Each creature in that area must succeed on a DC 13 Wisdom saving throw or be confused for 1 minute. While confused, a creature can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn: 1-4, the creature does nothing; 5-6, the creature takes no action but uses all its movement to move in a random direction; 7-8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if no creature is within reach; 9-10, the creature acts normally.

Flying Skull

Flying Skulls are grotesque undead entities that resemble large, floating skulls, usually between six and eight feet in length. Their natural camouflage makes them appear as ordinary rocks or boulders when grounded. Once airborne, they reveal their true form, becoming terrifying flying monstrosities that ram into their victims with devastating force. Composed of solid bone, they are exceptionally resilient and difficult to destroy, resistant to non-magical weapon damage unless it is bludgeoning. Their eerie presence and formidable attacks make them a dire threat to any who encounter them in the wild, particularly in rocky or mountainous regions where they blend seamlessly into their surroundings.



Flying Skull

Large undead, Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 187 (15d12 + 90)
Speed fly 125 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Dex +8, Con +11, Wis +7
Skills Perception +3, Stealth +5
Damage Resistances Piercing and Slashing from Nonmagical Attacks
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Understands Common but cannot speak
Challenge 15 (13,000 XP)

Rock Disguise. When grounded, the Flying Skull appears as a common boulder. It remains motionless and indistinguishable from its surroundings. It has advantage on Stealth checks made to hide in rocky terrain. If an observer fails a DC 18 Perception check, they believe it to be a rock.

Immutable Form. The Flying Skull is immune to any spell or effect that would alter its form.

Magic Resistance. The Flying Skull has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Flying Skull makes two Ram attacks.

Ram. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 33 (3d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is knocked prone, it cannot stand up until the start of its next turn as it regains its footing.

Legendary Actions

The Flying Skull can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Flying Skull regains spent legendary actions at the start of its turn.

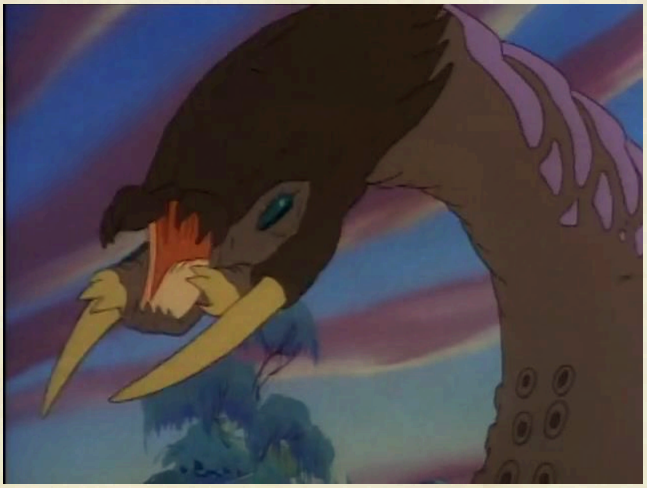
Detect. The Flying Skull makes a Wisdom (Perception) check.

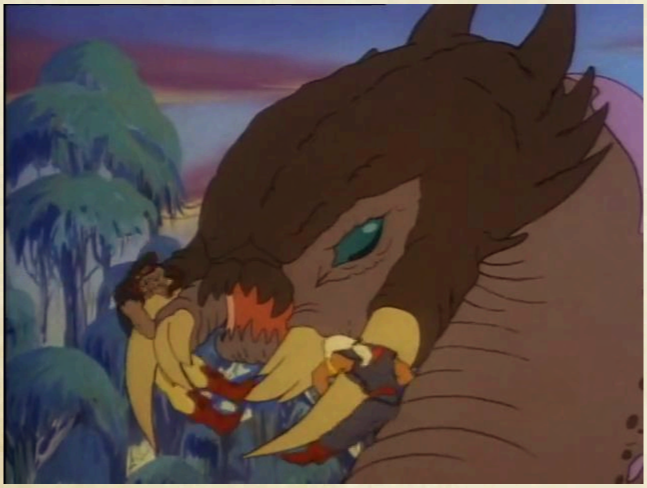
Screech (Costs 2 Actions). The Flying Skull emits a terrifying screech. Each creature within 60 feet of the Flying Skull and able to hear it must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Flying Skull is within line of sight, ending the effect on itself on a success.

Boulder Crash (Costs 3 Actions). The Flying Skull crashes into the ground, creating a shockwave. Each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not knocked prone on a successful one.

GALLQUIN

Gallquins, often referred to as Sand Crabs, are massive, snake-like creatures reaching lengths of up to thirty feet. They have a head at each end of their body, each resembling a giant beetle with large tusks and mandibles. These fearsome predators spend much of their time underground, but they surface to hunt. They are known to encircle their prey, trapping it before attacking with their dual heads. Their web-like substance is particularly dangerous, capable of immobilizing prey which they then take to their lairs to consume later. Despite their fearsome nature, Gallquins are sometimes captured and used in gladiatorial arenas for their spectacular fighting abilities.





GALLQUIN

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 245 (14d20 + 98)
Speed 40 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	24 (+7)	3 (-4)	12 (+1)	8 (-1)

Saving Throws Str +11, Con +12, Wis +6
Skills Perception +3, Stealth +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses Darkvision 120 ft., Tremorsense 60 ft., Passive Perception 11
Languages –
Challenge 13 (10,000 XP)

Regeneration. The Gallquin regrows severed tusks in 1d6 minutes. If the Gallquin takes fire damage, this trait doesn't function at the start of the Gallquin's next turn. The Gallquin dies only if it starts its turn with 0 hit points and doesn't regenerate.

Two Heads. The Gallquin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Web Shooter. The Gallquin can shoot a sticky web-like substance from its mandibles up to 60 feet. The web can restrain and immobilize its prey.

ACTIONS

Multiattack. The Gallquin makes four attacks: two with its mandibles and two with its tusks.

Mandibles. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 6) piercing damage.

Tusks. Melee or Ranged Weapon Attack: +11 to hit, reach 10 ft. or range 200/800 ft., one target. Hit: 20 (3d8 + 6) piercing damage. If used as a ranged attack, the tusks regenerate in 1d6 minutes.

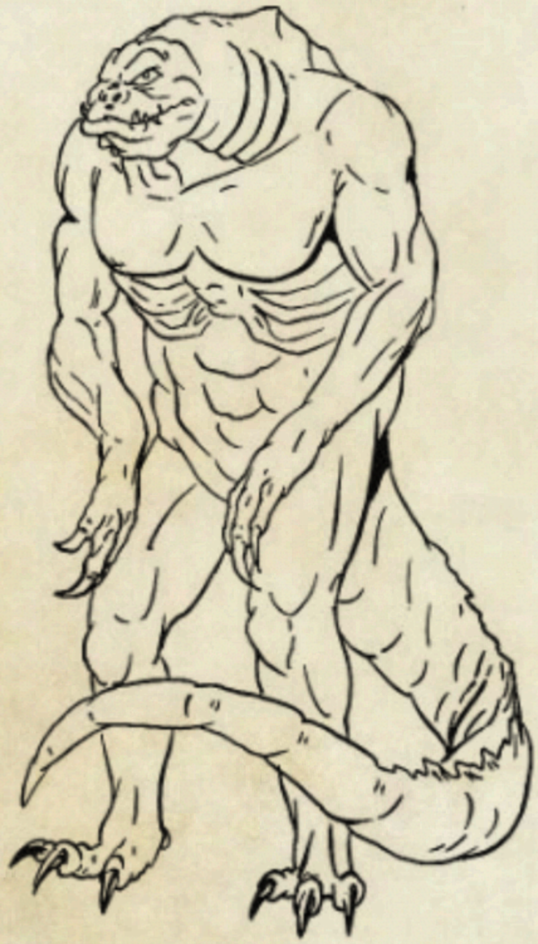
Web (Recharge 5–6). The Gallquin shoots a sticky web at a target within 60 feet. The target must succeed on a DC 18 Dexterity saving throw or be restrained. A restrained target is immobilized and has its movement and initiative scores halved. If struck by a second web, the target is completely immobilized until freed by another creature or until it breaks free by itself. The web can be destroyed by dealing 20 damage to it (AC 10), or it can be burned away in 1 minute.

GAREN

Garen are humanoid, reptilian creatures inhabiting swampy areas or regions where water is easily accessible. They are about the size of a man but boast well-toned, muscular physiques, large necks, and lizard-like heads. Their hands end in sharp, wicked-looking claws, and they have long, powerful tails that can be used as deadly weapons. Their tough scaly hide can be of almost any color. Equipped with both lungs and gills, Garen can breathe air and water.

Despite their fearsome appearance, Garen are somewhat cowardly and avoid directly facing armed parties. When hunting for food or loot, they lie just below the surface of the water, waiting until their prey is nearly upon them before attacking. Their ambush tactics make them formidable foes, as they can exploit the element of surprise to great effect.

Garen are socially primitive and band together for safety, especially when hunting. For every fifty Garen present, there is typically one leader type with exceptional abilities.



GAREN

Large humanoid (reptilian), Neutral Evil

Armor Class 17 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	7 (-2)	8 (-1)	8 (-1)

Saving Throws Str +8, Con +9
Skills Perception +3, Stealth +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities –
Condition Immunities Frightened
Senses Darkvision 60 ft., Passive Perception 9
Languages Draconic
Challenge 8 (3,900 XP)

Amphibious. The Garen can breathe air and water.

Stealthy Ambush. When the Garen is submerged in water and hidden, creatures have disadvantage on Perception checks to detect it. If the Garen surprises a creature, it has advantage on attack rolls against that creature during the first round of combat.

ACTIONS

Multiattack. The Garen makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 11 (1d10 + 4) slashing damage.

Tail. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 13 (1d12 + 4) bludgeoning damage. The target must succeed on a DC 16 Strength saving throw or be knocked prone.

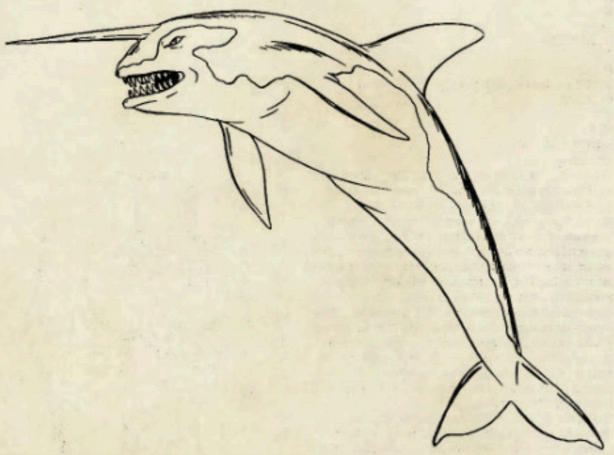
Weapon Attack. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 9 (1d8 + 4) piercing or slashing damage, depending on the weapon used.

Gart (Sea Unicorn)

Gart, also known as Sea Unicorns, are aquatic whale-like creatures growing between fifteen and twenty feet in length. Their markings are similar to typical killer whales, except their skin is grey and blue, and they have a six-foot long horn growing from their heads.

Gart can dive well below one thousand feet, but they rarely venture that deep, preferring to dwell near the surface where an abundance of fish—their main diet—is located. They relish human prey and often hunt small boats or swimming humans.

Gart are known for their aggressive behavior, leaping over small vessels to spear lone sailors with their horns, taking them underwater to feed. Their horn attacks are particularly deadly, capable of skewering victims with ease.



Gart

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 114 (12d10 + 48)
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Passive Perception 11
Languages –
Challenge 8 (3,900 XP)

Regeneration. The Gallquin regrows severed tusks in 1d6 minutes. If the Gallquin takes fire damage, this trait doesn't function at the start of the Gallquin's next turn. The Gallquin dies only if it starts its turn with 0 hit points and doesn't regenerate.

Two Heads. The Gallquin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Web Shooter. The Gallquin can shoot a sticky web-like substance from its mandibles up to 60 feet. The web can restrain and immobilize its prey.

Actions

Multiattack. The Gart makes two attacks: one with its horn and one with its bite.

Horn. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 22 (5d6 + 5) piercing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d6 + 5) piercing damage.

Sweeping Attack. The Gart can use its horn to make a sweeping attack that targets all creatures within a 10-foot cone in front of it. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (5d6 + 5) piercing damage on a failed save, or half as much damage on a successful one.

Reactions

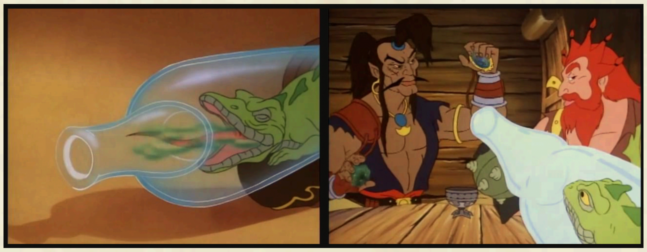
Horn Block. When a creature the Gart can see attacks it with a melee weapon attack, the Gart can use its reaction to block the attack with its horn, potentially reducing the damage. The Gart makes a Strength check contested by the attacker's attack roll. If the Gart wins the contest, it takes no damage from the attack.

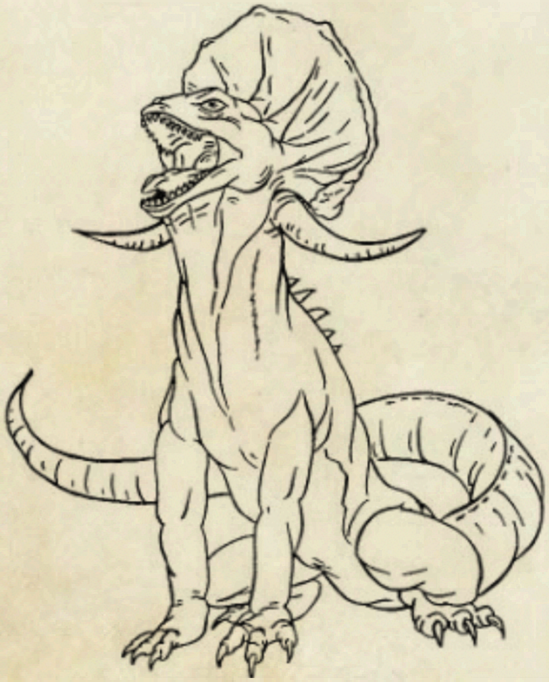
GAZIER

Gaziers are small, lizard-like creatures rarely exceeding one foot in length. When not threatened, they appear as normal lizards. However, when in danger, a hard plate springs up around their neck, and two sharp horns extend from their head.

These shy, solitary creatures inhabit underground locations. If encountered, they immediately attempt to withdraw. If this is unsuccessful, the Gazier extends its horns and neck plate to frighten away its opponent. If this also proves unsuccessful, the Gazier emits a powerful knockout gas that covers a 15-foot radius and causes anyone who does not successfully roll against their Constitution to fall asleep for 1d6 minutes.

Because of their unique breath weapon, Gaziers are often hunted or bred for use in Gas Pistols.





GAZIER

Tiny beast, unaligned

Armor Class 15 (natural armor)
Hit Points 17 (5d4 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 11
Languages –
Challenge 2 (450 XP)

Stealthy. The Gazier has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

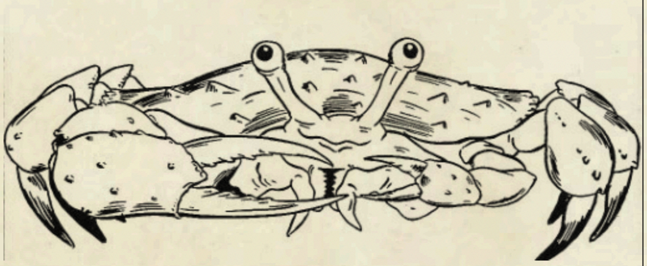
Knockout Gas (Recharge 5-6). The Gazier emits a powerful knockout gas in a 15-foot radius. Each creature in that area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1d6 minutes. This effect ends for a creature if it takes damage or someone uses an action to shake or slap it awake.

Giant Crab

Giant Crabs are massive crustaceans that can be found in any location near water. They often grow up to sixteen feet across, with pincers that can extend up to an additional six feet. Their eyes are located on top of two- to three-foot-long stalks and enable the crab to see in every direction.

These creatures spend the majority of their time in shallow water, keeping only their eyes above the surface. If any creature larger than a small dog comes into their field of vision, either on land or sea, the crabs begin to move slowly toward it.

Giant Crabs attack any vessel that is under twenty feet in length and use their huge pincers to try and sink it. When in melee, a Giant Crab uses its pincers to crush its opponent. On each successful hit, the victim takes crushing damage and is held for 1d4 minutes, at which time the crab flings away its victim. Due to the extreme size of its pincers, they cannot be severed. However, anyone in a Giant Crab's grip may still inflict damage upon the creature.



Giant Crab

Large beast, unaligned

Armor Class 17 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	2 (-4)

Saving Throws –
Skills Stealth +4
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Blindsight 30 ft., Passive Perception 10
Languages –
Challenge 3 (700 XP)

Amphibious. The giant crab can breathe air and water.

Actions

Multiattack. The giant crab makes two attacks with its pincers.

Pincer. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). The crab has two pincers, each of which can grapple only one target.

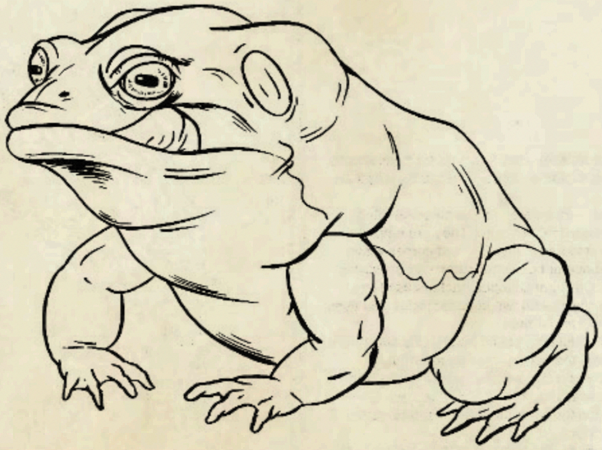
GIANT FROG

Giant Frogs range from five to twelve feet in length and have tongues that are at least three times their body length. They are able to jump distances of up to 30 feet and inhabit any areas near water.

When in melee, Giant Frogs use their monstrous claws and unique tongue. When threatened, glands in the frogs' tongue emit a sticky, glue-like substance which causes anything that it touches to stick to it. Any individual struck by the tongue becomes immobilized and is pulled toward the frog at the rate of 1 foot per second. Any successful hit upon the tongue causes the frog to release its victim and withdraw its tongue.

Anyone pulled within the frog's mouth suffers an additional 12 (2d6 + 5) damage per minute for up to three minutes, at which time the victim is swallowed. When the frog is chewing, it is unable to strike with its tongue, but it may still attack via claw.

Once a victim is in the frog's mouth, he may only escape with outside assistance.



GIANT FROG

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	1 (-5)	10 (+0)	2 (-4)

Saving Throws –
Skills Perception +2, Stealth +5
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Darkvision 30 ft., Passive Perception 12
Languages –
Challenge 5 (1,800 XP)

Amphibious. The giant frog can breathe air and water.

Standing Leap. The frog's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The giant frog makes two attacks with its claws.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 3) slashing damage.

Tongue. *Melee Weapon Attack*: +6 to hit, reach 30 ft., one target. *Hit*: The target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the frog can't use its tongue on another target.

Swallow. The giant frog makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 12 (2d6 + 5) acid damage at the start of each of the frog's turns. If the frog takes 20 damage or more on a single turn from a creature inside it, the frog must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the frog. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

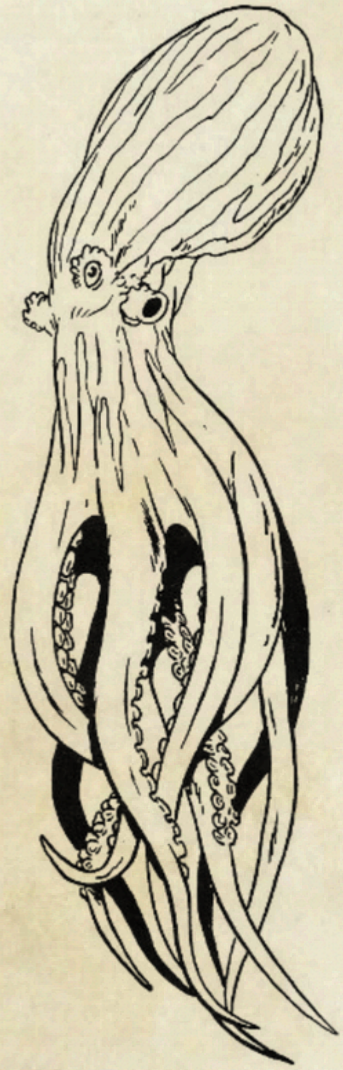
GIANT OCTOPUS

Giant Octopi inhabit waters of all depths and often grow in excess of sixty feet in length. They are natural hunters and attempt to seize anything that comes within their reach, be it above or below the surface of the water.

When in melee, a Giant Octopus anchors itself to a rock or other large object with two of its tentacles and uses its other six tentacles for combat.

For each successful tentacle hit on an individual, there is a 25% chance that the octopus has successfully wrapped its tentacle around its victim. If this occurs, the victim is dragged toward its maw at 3 feet per second. Only successfully severing the tentacle or the octopus' death causes it to release its grip.

Anyone within its mouth sustains 1d12 wound points for each minute spent in its maw, and is considered swallowed in 1 minute. Once in a Giant Octopus' mouth, a victim may only be freed with outside assistance.



GIANT OCTOPUS

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 190 (20d12 + 60)
Speed 0 ft., swim 150 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Saving Throws –
Skills Perception +4, Stealth +8
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 10 (5,900 XP)

Amphibious. The giant octopus can breathe air and water.

Hold Breath. The octopus can hold its breath for 1 hour.

Tentacle Grab. When the giant octopus hits a target with a tentacle attack, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use that tentacle on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

ACTIONS

Multiattack. The giant octopus makes six tentacle attacks and one bite attack.

Tentacle. *Melee Weapon Attack*: +10 to hit, reach 20 ft., one target. *Hit*: 15 (3d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use that tentacle on another target.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 35 (6d10 + 6) piercing damage. If the target is a creature, it is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the octopus, and it takes 21 (6d6) acid damage at the start of each of the octopus's turns. If the octopus takes 50 damage or more on a single turn from a creature inside it, the octopus must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the octopus. If the octopus dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

GIANT SPIDER

Giant Spiders are enormous monstrosities that often grow to over fifteen feet in length and twenty-five feet in height. Like sharks, these creatures are nothing more than living feeding machines, eating whether hungry or not. They inhabit all remote locations but prefer areas where man-sized or larger beings are in abundance.

Giant Spiders are web builders, and it is not uncommon to find webs of one hundred feet in diameter. Any being coming in contact with such webs immediately becomes stuck, and only a combined strength of 30 or more can free a trapped being. Due to the sticky nature of these webs, weapon attacks are of no effect, as weapons themselves become stuck. Giant Spider webs are also unaffected by normal fires; the webs sizzle for 1 minute, and then the flame extinguishes.

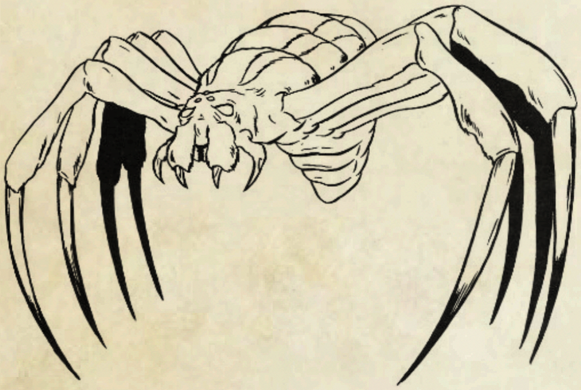
Although these webs can be built anywhere, their preferred location is in a narrow passage or on a commonly used path.

In addition to their web-building capability, Giant Spiders are able to shoot webbing at a distance of up to 20 feet. Any being struck by this webbing becomes totally immobilized and is unable to act until freed.

Once webbed, individuals are drawn toward the spider's living area. Once there, they are injected with poison and left to ripen. They are kept there for two to three days, after which time they are drained of all bodily fluids.

When in melee, Giant Spiders shoot their webs or bite with their mandibles. Anyone struck by a mandible attack has poison enter their system and immediately falls asleep for 1d6 minutes.

Giant Spiders are cowardly by nature. They prefer not to engage in direct combat, and if greatly outclassed (at DM discretion), they immediately retreat to their web or an area of safety.



GIANT SPIDER

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 150 (12d12 + 60)
Speed 250 ft., climb 250 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	2 (-4)	11 (+0)	4 (-3)

Saving Throws –
Skills Perception +4, Stealth +9
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 10 (5,900 XP)

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The giant spider makes two attacks: one with its bite and one with its web.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d12 + 6) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +9 to hit, range 30/60 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, escaping from the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

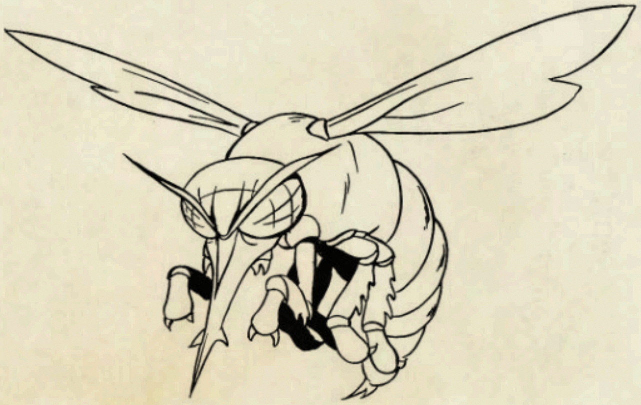
GIANT WASP

Merian Wasps are large creatures that measure up to eight feet in length, with wingspans of up to fifteen feet. These wasps are greatly feared because their only goal in life is to collect food for the eggs of their hive.

Merian Wasps dwell in any location where the climate is warm, but they usually prefer locations where plant life is abundant and water is close at hand. Giant Wasps live in large, socially structured community groups of up to sixty individuals.

Within each group, there is one queen with a biting attack that deals 2d8 piercing damage, a sting attack that deals 3d10 piercing damage plus 4d6 poison damage, and an Armor Class of 15. The queen is both the egg layer and absolute ruler. If the queen or her eggs are threatened in any way, she emits a piercing buzzing noise which summons all of the hive's wasps within a two-mile radius.

Like common wasps, Giant Wasps build large hives to store their food and for their queen to lay her eggs. These hives usually consist of mud, leaves, and other common debris and are often over one hundred feet in circumference and twenty feet high.



GIANT WASP

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., fly 240 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Saving Throws –
Skills Perception +4
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the wasp can move up to its speed toward a hostile creature that it can see.

Hive Mind. The wasp has advantage on attack rolls against creatures that are within 5 feet of any of the wasp's allies that isn't incapacitated.

ACTIONS

Multiattack. The giant wasp makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

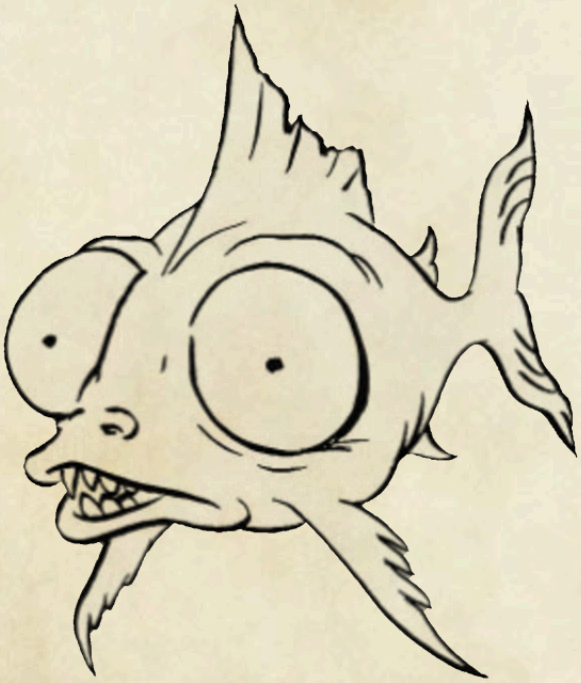
Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 4) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. If the target fails the saving throw by 5 or more, it is also paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GLOWFISH

Glowfish are small fish that rarely exceed one foot in length and appear similar to common goldfish except for their large, saucer-sized eyes. These fish rarely travel in schools of more than twenty and can be found in any of Mer's seas.

These shy creatures never willingly venture into danger and attempt to flee at the first sign of it. However, if being chased or taken by surprise, these fish emit a sudden burst of intense light. Any creature looking at the fish during this time is immediately blinded for 1d4 minutes. The intensity of this light depends on how scared the Glowfish feels. For example, if a being just swims by a Glowfish, it glows softly. However, chasing it makes the Glowfish glow bright. When underwater, this glow does not illuminate the surrounding area, it merely illuminates the Glowfish.

Due to their unique glowing ability, these fish are often bred and raised in captivity. They are then used as mobile light sources or as stationary lighting fixtures.



GLOWFISH

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	21 (+5)	12 (+1)	1 (-5)	10 (+0)	6 (-2)

Saving Throws –
Skills Perception +2
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 12
Languages –
Challenge 0 (10 XP)

Glow. When frightened or threatened, a Glowfish emits a burst of intense light. Any creature within 10 feet of the Glowfish that can see it must succeed on a DC 15 Constitution saving throw or be blinded for 1d4 minutes. The intensity of the light depends on the level of threat perceived by the Glowfish. The glow does not illuminate the surroundings underwater, only the Glowfish itself.

Evasion. If the Glowfish is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

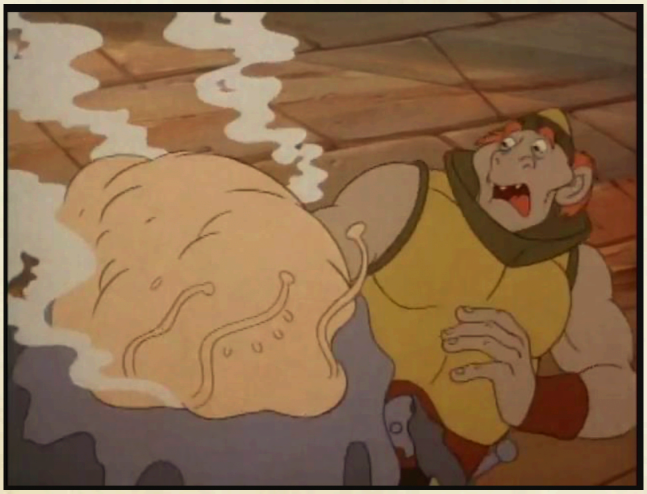
None. The Glowfish does not have any standard attack actions and relies on its Glow trait for defense.

Gmoeba (GUH-MEE-BAH)

A Gmoeba is a large, transparent blob of living mucus that comes in various shapes, sizes, and colors. Due to its appearance, a Gmoeba has a base 75% chance to blend in with its surroundings, making it difficult to detect. This creature can flow over most surfaces, including walls, liquids, and small crevices.

When hunting for food, a Gmoeba lays in wait in a strategic location, such as on a ceiling, where it can drop directly on any passing being, or on the wall of a narrow passage where someone is sure to brush up against it. Once a Gmoeba is touching exposed skin, it secretes an acidic enzyme that allows the Gmoeba to digest its food directly into its system. For each minute that the enzyme covers exposed skin, 1d12 wound points are inflicted. Once attached, only its death or cold-based attacks cause it to release its grip.

A Gmoeba has no nervous system; therefore, it is resistant to all forms of weapon attacks. However, this creature may be driven off or killed by successful fire- or cold-based attacks.



Gmoeba

Large ooze, unaligned

Armor Class 8
Hit Points 68 (8d10 + 24)
Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Saving Throws –
Skills Perception +2
Damage Resistances Acid, Bludgeoning, Piercing, Slashing
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages –
Challenge 4 (1,100 XP)

Amorphous. The Gmoeba can move through a space as narrow as 1 inch wide without squeezing.

Transparent. The Gmoeba has a 75% chance to blend in with its surroundings, appearing as a mere discoloration. A creature that does not notice it and touches it makes contact with its acidic enzyme.

Acidic Enzyme. When the Gmoeba touches exposed skin, it secretes an acidic enzyme. A creature that starts its turn in contact with the Gmoeba takes 1d12 acid damage. Only killing the Gmoeba or using cold-based attacks can cause it to release its grip.

Actions

Engulf. The Gmoeba moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Gmoeba enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

- On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Gmoeba. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.
- On a failed save, the Gmoeba enters the creature's space, and the creature takes 1d12 acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 1d12 acid damage at the start of each of the Gmoeba's turns. When the Gmoeba moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Gmoeba.

GOLD FISH

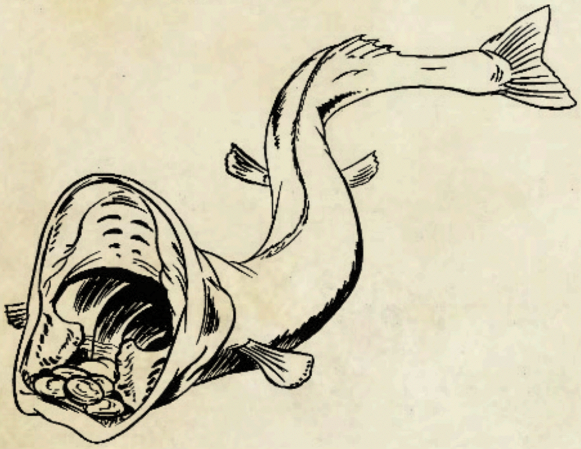
A Gold Fish is a long, sinewy creature, up to eight feet in length, that lairs in large bodies of water. When this creature's mouth is closed, its face is nondescript. However, when open, the Gold Fish looks like nothing more than a mouth with a tail.

The name Gold Fish is derived from the creature's great love of golden objects. This bottom dweller swims slowly across the bottom of the lake or sea in which it lives, in search of gold objects. Once such an object is found, the Gold Fish opens its maw and scoops up the object. It then returns to its lair where it keeps the object in its lower jaw for safekeeping. Depending on the size of a Gold Fish, its mouth can hold up to two thousand pieces of gold. In addition to this, there is a 20% chance that other valuable items, such as gems, rings, pendants, or other similar items have been scooped up as well.

A Gold Fish attracts prey due to its lair. The lair consists of feces, ground coral, sand, and gold objects that have passed through this creature's digestive tract. This strange combination of substances forms an impenetrable lair which attracts humans and other treasure-loving beings—because it appears to be a gold-encrusted reef or ridge—as well as provides a good place to lay in wait for fish and other aquatic life that may pass by.

When hungry, a Gold Fish backs into its lair so that only its open mouth remains exposed. When in this position, this creature appears to be nothing more than a treasure-filled hole in the earth. Anything entering its mouth causes the Gold Fish to immediately clamp down. It only opens its mouth when its prey seems dead (no longer moves) or the Gold Fish is dead.

Due to the unique nature of this creature, it is often used to protect an individual's valuables.



GOLD FISH

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	16 (+3)	2 (-4)	10 (+0)	1 (-5)

Saving Throws –
Skills Perception +2
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 10
Languages –
Challenge 5 (1,800 XP)

Keen Smell. The Gold Fish has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The Gold Fish makes two bite attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 25 (5d10) piercing damage.

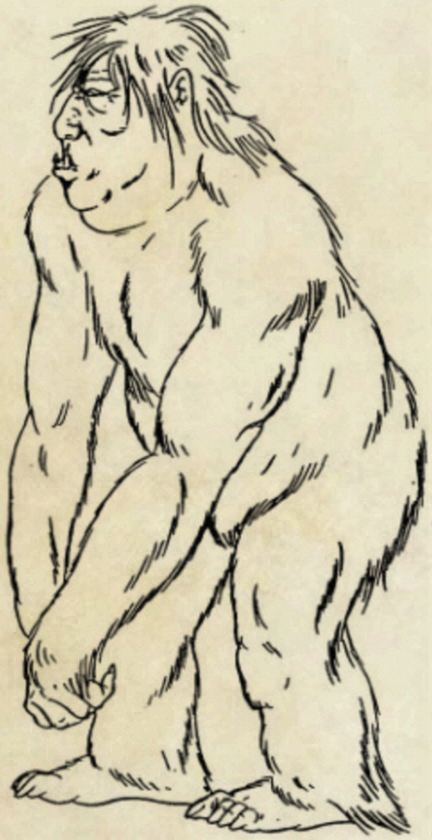
GREAT ONE

Great Ones are gigantic humanoid creatures that range in height from fifteen to forty-five feet. Most Great Ones are ugly, hairy creatures with large noses, sharp yellow, rotting teeth, and bad attitudes.

Although they can be found anywhere, Great Ones are most comfortable inhabiting large open areas. In many instances, they make their home in caves that open into large underground caverns at one end and long open valleys at the other.

In most instances, Great Ones do not willingly seek trouble; however, due to their great size and low intelligence, they often unwittingly cause it. Great Ones are very curious creatures and examine in great detail anything that interests them, be it a human, a house, or even a well-fortified castle. Of course, to properly examine an item, they need to see what is inside it or what makes it work. Most often when doing this, the item they are studying is damaged–most times beyond repair–or destroyed. The only way to get Great Ones from continuing an investigation (other than attacking, of course) is to get them interested in something else. It is up to the MP to determine what is more interesting than picking up a boat and its crew and making the cute little creatures yell and scream.

If attacked, Great Ones become berserk and fight to the death. Their weapon of choice is usually their own body, but they have been known to use a large club, usually fashioned out of a large tree.



GREAT ONE

Gargantuan giant, Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	6 (-2)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Passive Perception 8
Languages –
Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The Great One makes two attacks with its hands or one attack with its club.

Hand. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit*: 39 (6d8 + 9) bludgeoning damage.

Club. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit*: 55 (10d8 + 9) bludgeoning damage.

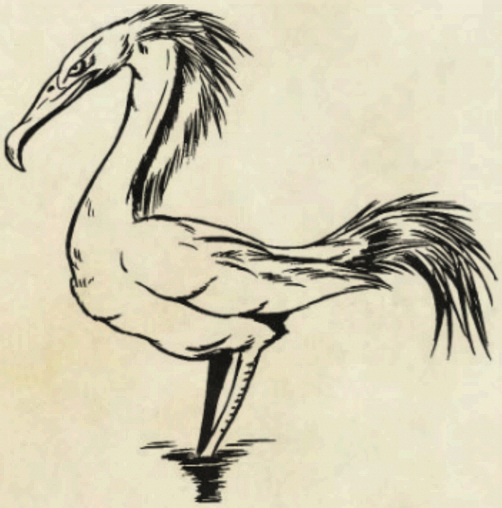
Rock Throw: *Ranged Weapon Attack*: +15 to hit, range 200 ft., one target. *Hit*: 66 (12d10 + 9) bludgeoning damage.

Griacran (GREE-AH-CRANN)

Griacrans are huge, 25-foot-high wading birds that resemble cranes. They have lush, bright red feathers covering their bodies, with wingspans usually twice their height. Their large hooked beak, long thin legs, webbed feet, and jet-black plumage make them formidable predators.

Griacrans can be found at any seaside location, often wading in water up to their necks in search of food. They are primarily fish eaters, standing motionless in the water until a fish swims near, then ducking their head under to catch the fish in a blindingly fast motion.

Although fish make up the majority of their diet, Griacrans often pluck sailors directly from ship decks or feed on unsuspecting swimmers. When they sight a ship, Griacrans submerge themselves and wait until the ship passes near them before springing up to snatch prey off the deck. Once airborne with their prey, there is a 25% chance the victim falls from their beak as they attempt to swallow their meal. When submerged, there is a 25% chance that a ship's lookout sees the Griacran's plumage breaking the water's surface. If the ship turns away, a Griacran does not pursue.



Griacran

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 30 ft., swim 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	2 (-4)	12 (+1)	6 (-2)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Passive Perception 11
Languages –
Challenge 9 (5,000 XP)

Amphibious. The Griacran can breathe air and water.

Actions

Multiattack. The Griacran makes two attacks with its beak.

Beak. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 19 (3d8 + 6) piercing damage.

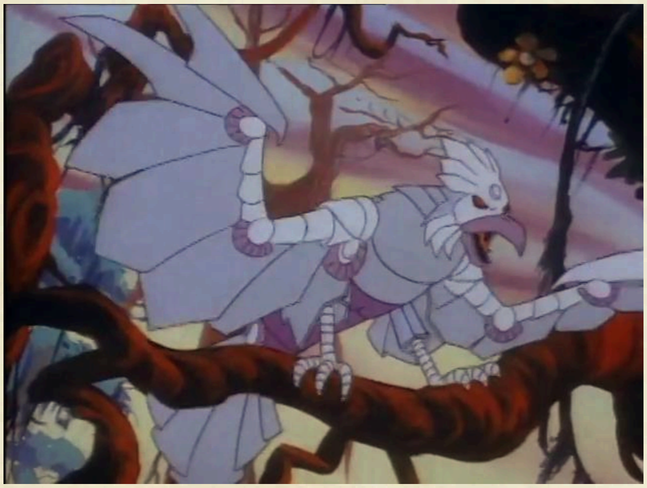
Snatch. When a Griacran makes a successful beak attack, it can attempt to grapple (escape DC 18) its target and lift them into the air. Each round the target remains grappled, they must succeed on a DC 16 Strength saving throw or be swallowed. Once swallowed, the target is blinded and restrained, has total cover against attacks and other effects outside the Griacran, and takes 21 (6d6) acid damage at the start of each of the Griacran's turns. If the Griacran takes 30 damage or more on a single turn from a creature inside it, the Griacran must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the Griacran. If the Griacran dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

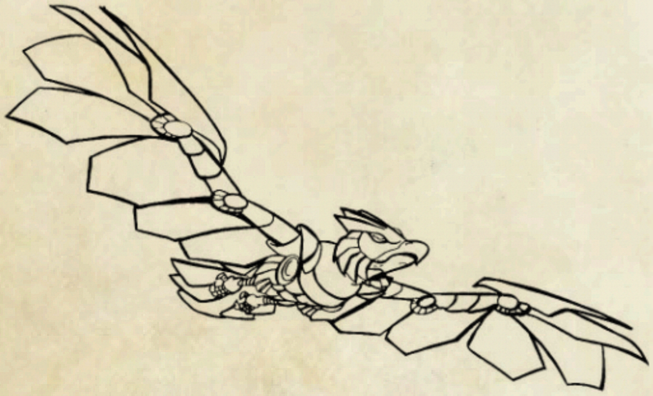
HAWK KNIFE

A Hawk Knife is a large bird of prey, similar in appearance to a typical hawk but ranging in size from that of a hawk to that of a pterodactyl. However, its feathers are multicolored and razor-sharp, making it a formidable predator. Due to the nature of its feathers, this creature needs a stiff wind to stay aloft.

The Hawk Knife has an affinity for bright, colorful objects and makes swooping attacks to acquire such coveted items. It also hunts with a swooping attack, allowing it to reach speeds of up to 80 miles per hour. When in such dives, the Hawk Knife appears as a glint and a blur.

Sea lore states that these birds often attempt to steal necklaces and other shiny objects directly from sailors as they work the upper riggings of their ships, often with bloody results.





HAWK KNIFE

Large beast, unaligned

Armor Class 18 (natural armor)
Hit Points 110 (13d10 + 35)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Condition Immunities –
Senses Passive Perception 12
Languages –
Challenge 7 (2,900 XP)

Sharp Feathers. The Hawk Knife's feathers are razor-sharp and can cause additional damage when it flies through or swoops down on enemies.

ACTIONS

Multiattack. The Hawk Knife makes three attacks: one with its bite and two with its wings.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 12 (1d10 + 6) piercing damage.

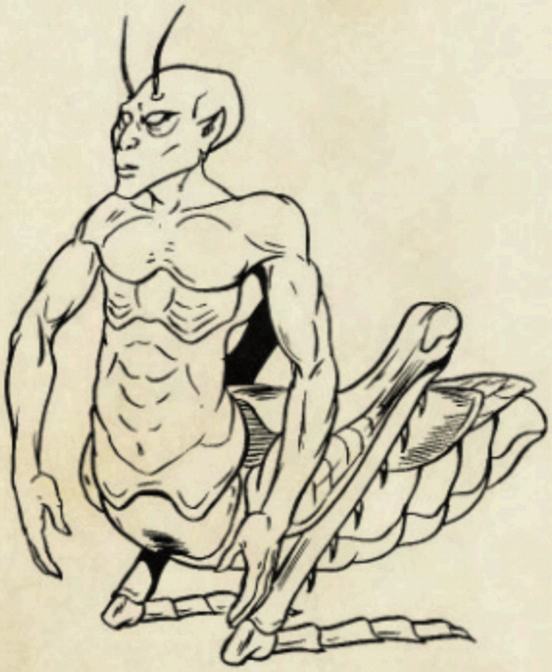
Wings: *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) slashing damage.

HOPPER

Hoppers are green-skinned humanoid creatures standing just a foot in height, appearing to be half human and half grasshopper. They have the legs and wings of a grasshopper and a humanoid torso. Their face is long and lean, with pointed ears and two eight-inch antennae.

Inhabiting tropical regions with abundant plant life, Hoppers blend into their surroundings with a 75% chance due to their natural coloring. They are omnivores, only eating meat if plants and fruit are unavailable. Though intelligent, Hoppers cannot speak, communicating instead with cricket-like sounds produced by rubbing their legs together.

Timid by nature, Hoppers leap to the upper branches of trees if threatened. Their powerful legs enable them to leap distances of up to 20 feet, aiding their escape. If left alone, they hide and do not attempt to hinder anyone. When threatened, a Hopper uses its Power Leaf ability, magically charging a single leaf to cause significant damage when thrown.



HOPPER

Small humanoid, neutra

Armor Class 15 (natural armor)
Hit Points 50 (10d6 + 20)
Speed 30 ft., jump 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Stealth +7, Perception +4
Damage Resistances Poison
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 5 (1,800 XP)

Power Leaf. When using a single leaf, the Hopper can magically charge it and throw it up to 25 feet, causing 1d10 points of damage to any target struck. This ability can be used once per short or long rest.

Leaf Camouflage. Due to their natural coloring, Hoppers have advantage on Dexterity (Stealth) checks made to hide in foliage.

Jumping Legs. Hoppers can jump up to 20 feet as part of their movement without needing a running start.

ACTIONS

Multiattack. The Hopper makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

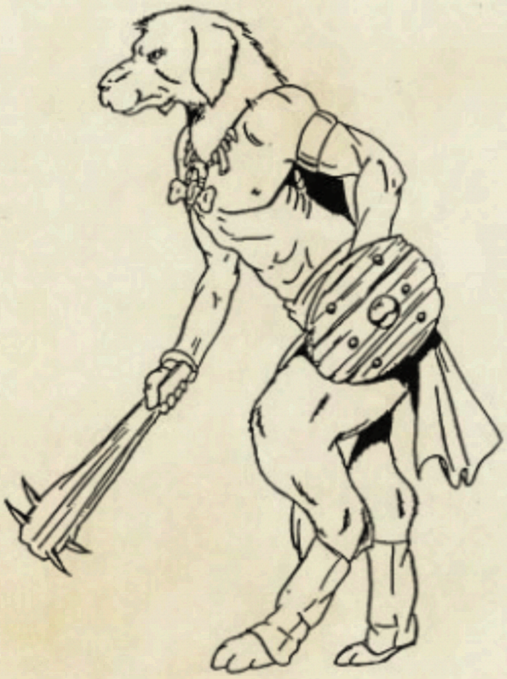
Power Leaf. Ranged Weapon Attack: +7 to hit, range 25 ft., one target. Hit: 10 (1d10 + 4) force damage. The Hopper can use this ability once per short or long rest.

HUBE

Hubes are humanoid creatures with the torso of a human and the head and legs of various animals. The behavior and abilities of a Hube vary depending on the type of head it has:

- Canine Head: Hunts in packs, howls at the moon, and has advantage on attacks when allies are nearby.
- Feline Head: Hunts alone, is curious and cunning, and has keen senses.
- Cephalopod Head: Can breathe underwater and has tentacles that can grapple prey.

Hubes are known to form packs for protection and hunting, especially those with similar temperaments. Each pack typically has a leader who is stronger and tougher than the rest.



HUBE

Medium humanoid, varies

Armor Class 17 (natural armor + shield)
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (-1)	8 (-1)

Saving Throws Perception +4, Stealth +5 (only felines have stealth)
Skills Acrobatics +7, Stealth +7, Perception +4
Damage Resistances Poison
Damage Immunities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Hube
Challenge 4 (1,100 XP)

Pack Tactics (if Canine). The Hube has advantage on an attack roll against a creature if at least one of the Hube's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Senses (if Canine or Feline). The Hube has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Amphibious (if Aquatic). The Hube can breathe air and water.

ACTIONS

Multiattack. The Hube makes two attacks with its weapon.

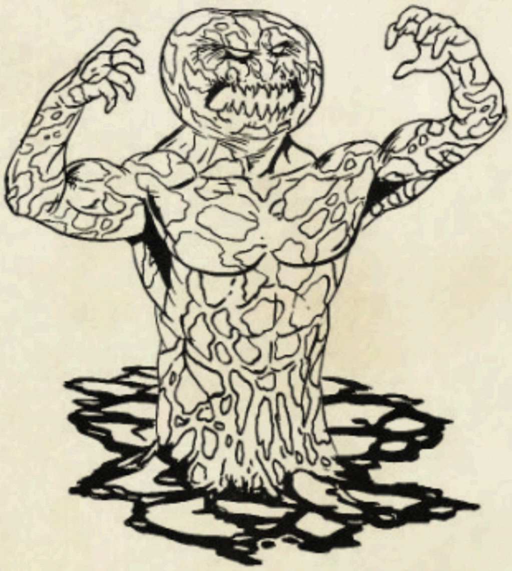
Weapon Attack. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing or bludgeoning damage (weapon varies).

Bite (if Feline or Canine). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

Tentacle Slam (if Cephalopod). Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and the Hube can't use the same tentacle on another target.

KIPAPA (MAGMA MAN)

A Kipapa, also known as a Magma Man, is a man-sized, hairless humanoid with bright red, sheen skin. Its head is large and pumpkin-shaped, filled with long, pointed teeth. Wicked spikes sprout from its head and down its back. These creatures dwell in areas of volcanic activity due to their extremely high body temperatures and resistance to fire. Kipapa use their bodies and molten magma to attack, making them formidable opponents in battle.



KIPAPA

Medium elemental, Neutral Evil

Armor Class 18 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

Saving Throws –
Skills Perception +4
Damage Resistances –
Damage Immunities Fire
Damage Vulnerabilities Cold
Senses Darkvision 60 ft., Passive Perception 14
Languages Ignan (understands Common but cannot speak it)
Challenge 7 (2,900 XP)

Magma Body. A Kipapa's body temperature is over 200° F. It can withstand extreme heat and is resistant to fire damage.

Superheated Hug. If the Kipapa hits a creature with both hand attacks in the same turn, it can use its bonus action to hug the target. The target is grappled (escape DC 15) and takes 18 (3d6 + 5) fire damage at the start of each of the Kipapa's turns until the grapple ends.

ACTIONS

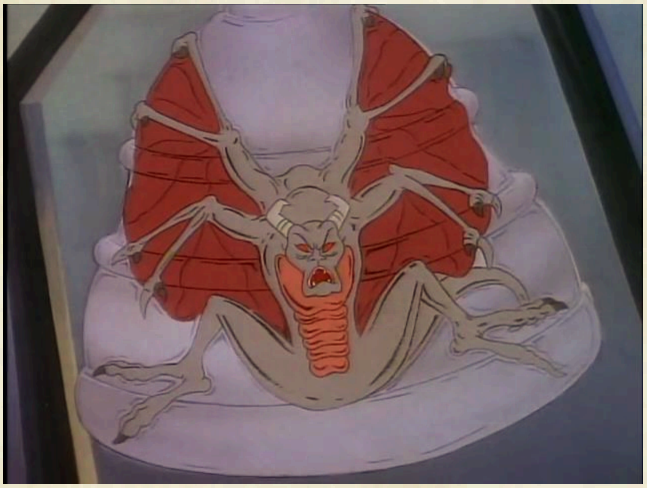
Multiattack. The Kipapa makes two hand attacks.

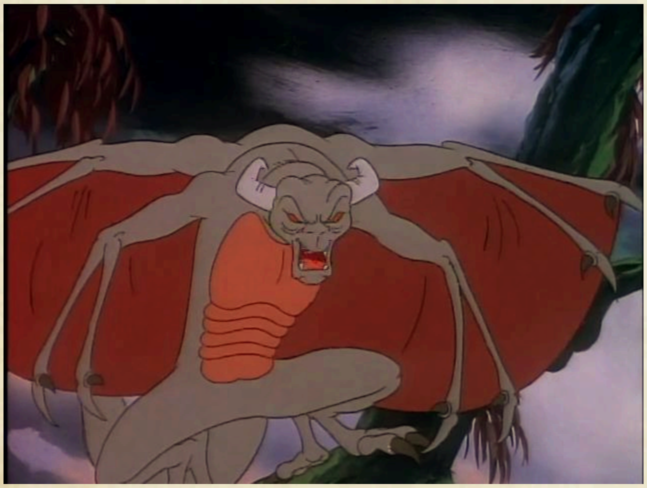
Fist. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 5) bludgeoning damage.

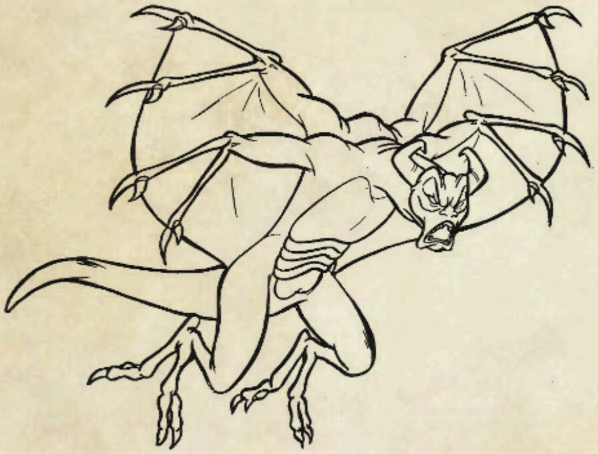
Magma Throw. *Ranged Weapon Attack*: +5 to hit, range 20 ft., one target. *Hit*: 19 (3d10) fire damage initially, 14 (2d8) fire damage at the start of the target's next turn, and 9 (1d8) fire damage at the start of the turn after that. The target can use an action to put out the magma before taking damage again.

KIROPTUS

A Kiroptus is a demonic-looking creature standing over twelve feet tall, with large, multi-jointed wings ending in sharp talons and thick legs ending in opposable double claws. Its flat face, adorned with two horns, is capable of transforming to resemble any creature it has seen, striking terror into those who behold it. Minions of the Dark Dweller, Kiropti are sent to find the Treasures of Rule for evil purposes, using their silent swooping attacks and terrifying visages to overpower their prey.







KIROPTUS

Huge fiend, Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 162 (17d12 + 51)
Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +7, Wis +5, Cha +7
Skills Perception +9, Stealth +11
Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Poisoned
Damage Vulnerabilities Treasures of Rule, Radiant
Senses Darkvision 120 ft., Passive Perception 19
Languages Abyssal, Common, telepathy 120 ft.
Challenge 13 (10,000 XP)

Magic Resistance. The Kiroptus has advantage on saving throws against spells and other magical effects.

Shapechanger. As an action, the Kiroptus can change its head to resemble any creature it has seen. This does not grant it any of the creature's abilities. Any creature that can see the Kiroptus must make a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if it can still see the Kiroptus, ending the effect on itself on a success.

ACTIONS

Multiattack. The Kiroptus makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 6) piercing damage.

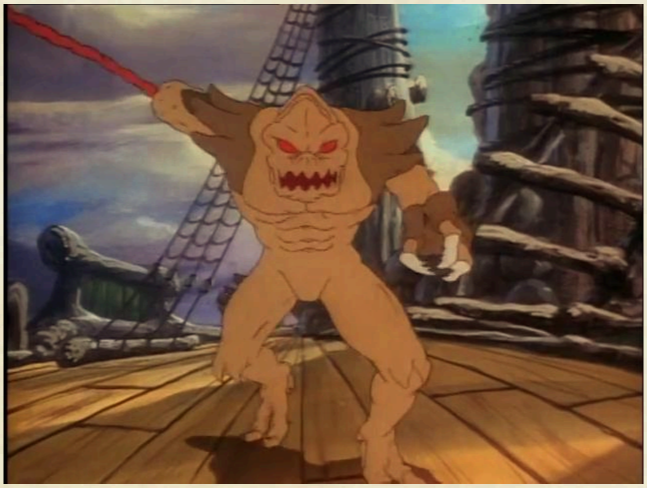
Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) slashing damage.

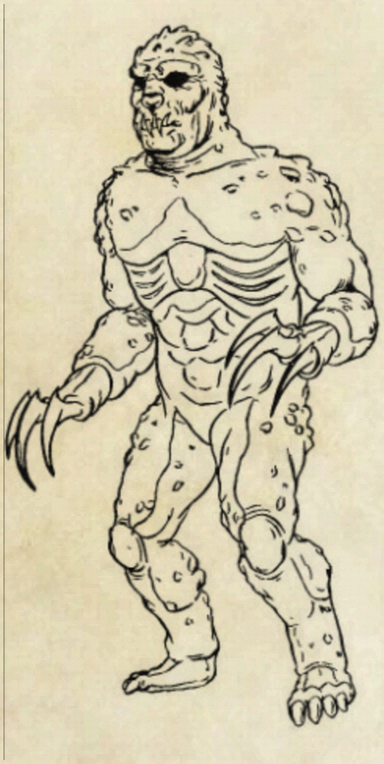
Silent Swoop. If the Kiroptus dives at least 30 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target must make a DC 18 Constitution saving throw or be stunned until the end of the Kiroptus' next turn.

Korb

Korb are towering, twelve-foot-tall monstrosities bred for battle by the Game Players of Undar. With rock-hard skin covered in jagged, bony appendages, these creatures are formidable hunters. Their limbs end in three 15-inch hooked claws, and their mouths are filled with sharp, jagged teeth. Despite their fearsome appearance, they are agile and capable of leaping up to 30 feet in a single bound.

Originally created as hunters for the sadistic games of the Game Players, some Korb have escaped to roam the remote regions of Mer. Their detachable hands, which can shoot out to grapple or strike foes from a distance, make them versatile combatants. Their immunity to fire and resistance to physical damage make them nearly invincible warriors.





Korb

Huge monstrosity, Chaotic Evil

Armor Class 24 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Str +11, Dex +8, Con +10, Wis +6
Skills Athletics +11, Perception +6, Stealth +8
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire
Damage Vulnerabilities –
Condition Immunities Charmed, Frightened
Senses Darkvision 120 ft., Passive Perception 16
Languages Common, Infernal
Challenge 16 (15,000 XP)

Magic Resistance. The Korb has advantage on saving throws against spells and other magical effects.

Regeneration. The Korb regains 20 hit points at the start of its turn if it has at least 1 hit point remaining.

Detachable Hands. As a bonus action, the Korb can shoot its detachable hands up to 25 feet. These hands can be used as projectile weapons or grappling hooks, and they can remain attached via a retractable tendon. The Korb can pull itself to a target or pull the target to itself at a rate of 25 feet per round.

Actions

Multiattack. The Korb makes three attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 21 (3d12 + 6) slashing damage.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 30 (4d10 + 6) piercing damage.

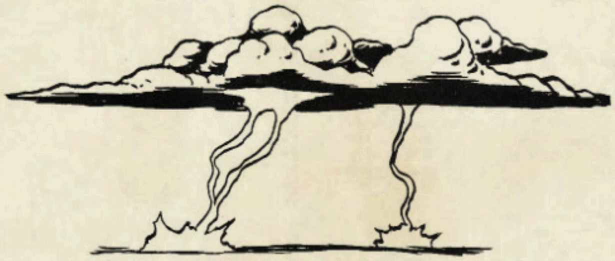
Hand Projectile. *Ranged Weapon Attack*: +11 to hit, range 25/50 ft., one target. *Hit*: 18 (2d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 16).

Grappling Hook. The Korb can use its detachable hands to pull a grappled creature toward it or pull itself toward the target, moving up to 25 feet in the process.

KURSE

A Kurse is a non-corporeal aberration resembling a 5-foot-diameter gaseous cloud filled with flashing sparks of electricity. It is a mental parasite that feeds on the emotions of sentient beings. When it finds a host, it attempts to gain entry into the victim's mind. Once inside, it causes uncontrollable mood swings, feeding on the host's emotions and draining their intelligence.

The Kurse can only be harmed by magical weapons or spells. If a host is placed in a deep sleep or a state of emotional suppression, the Kurse is forced to leave the host and seek new prey.



KURSE

Medium aberration, Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +7, Wis +4, Cha +6
Skills Deception +6, Insight +4, Stealth +7
Damage Resistances –
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Vulnerabilities –
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, telepathy 120 ft.
Challenge 8 (3,900 XP)

Incorporeal Movement. The Kurse can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mental Parasite. The Kurse can enter a creature's mind to feed on its emotions. It attempts to do so by touching a creature within 5 feet. The target must succeed on a DC 16 Wisdom saving throw or become possessed by the Kurse. While possessed, the creature undergoes uncontrollable mood swings for 1d6 minutes every 1d12 hours, attacking any creature within 15 feet during this time.

Energy Drain. While a creature is possessed by the Kurse, it loses 1d10 Intelligence points per minute of mood swings. If the creature's Intelligence reaches 0, it becomes permanently insane. The Kurse regains hit points equal to the Intelligence points drained.

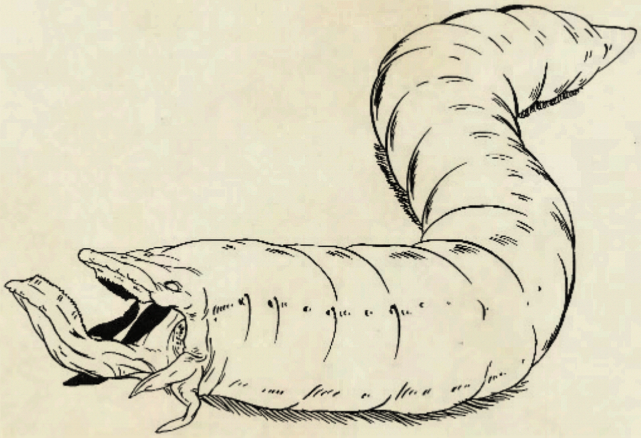
ACTIONS

Energy Drain. *Melee Spell Attack*: +8 to hit, reach 5 ft., one target. *Hit*: The target must succeed on a DC 16 Wisdom saving throw or lose 1d10 Intelligence points. The Kurse regains hit points equal to the Intelligence points drained.

LAND LEVIATHAN

A Land Leviathan is a colossal, worm-like creature, often reaching up to 100 feet in length and 20 feet in diameter. It has a segmented body with no visible sensory organs, and its front and rear ends look identical. The only way to distinguish its front is when it opens its mouth to reveal its lightning-quick detachable jaw. Despite its worm-like appearance, a Land Leviathan is a poor burrower and remains close to the surface, waiting for prey to pass overhead. When prey is detected, the Leviathan uses its jaw to bite and capture it. Any character sustaining 50 or more damage from a single bite attack is swallowed whole, suffering continuous acid damage while trapped in the Leviathan's stomach.

Land Leviathans are feared across the land for their immense size, devastating bite, and relentless nature. Encountering one often means a battle for survival against a nearly unstoppable force of nature.



LAND LEVIATHAN

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 0 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	1 (-5)	26 (+8)	1 (-5)	10 (+0)	3 (-4)

Saving Throws Con +14, Wis +6
Skills Perception +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned, Prone, Stunned
Senses Tremorsense 120 ft., Passive Perception 16
Languages –
Challenge 20 (25,000 XP)

Tunneler. The Land Leviathan can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Unstoppable. If the Land Leviathan moves at least 10 feet in a straight line before hitting a creature with its bite attack, the target must succeed on a DC 22 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The Land Leviathan makes two bite attacks.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit*: 72 (10d10 + 10) piercing damage. If the target is a creature, it must succeed on a DC 22 Dexterity saving throw or be swallowed by the Land Leviathan. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Land Leviathan, and it takes 25 (5d10) acid damage at the start of each of the Leviathan's turns. If the Leviathan takes 50 damage or more on a single turn from a creature inside it, the Leviathan must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the Leviathan. If the Leviathan dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

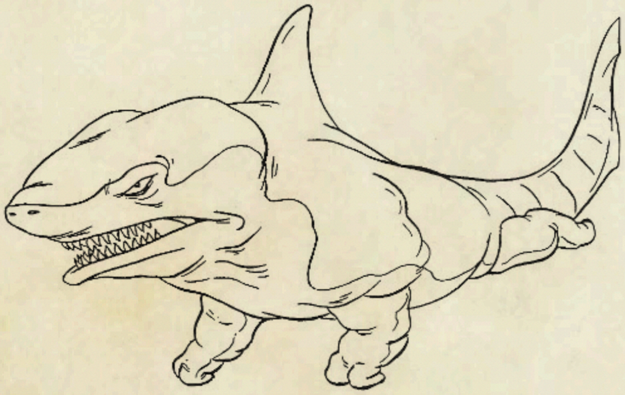
LAND SHARK

The Land Shark is a terrifying creature, resembling a shark but with the unique ability to traverse the land as if swimming through it. It ranges in length from five to nine feet and has smooth skin that is typically light grey or white. The creature lives partially in another plane of reality, appearing on this plane only with its dorsal fin visible above the ground.

When hunting, the Land Shark uses its keen sense of smell to detect potential prey within 100 yards, "swimming" through the ground towards it. When it gets within 15 feet of its prey, it phases into this plane of reality to attack with its massive, tooth-filled mouth. It can only be successfully attacked if the opponent has a higher initiative, representing the creature phasing into this plane and exposing itself briefly.

Once its prey is dead, the Land Shark pulls it into its alternate plane of existence to feed in peace. The creature is relentless and attacks any being it encounters, driven by its insatiable hunger. If blood is spilled within 250 feet, the Land Shark goes into a berserk state, attacking anything near the source of the blood.

When a Land Shark is destroyed, only its dorsal fin remains on this plane, with the rest of its body returning to its alternate existence.



LAND SHARK

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 255 (19d12 + 133)
Speed 60 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Str +12, Con +12, Wis +6
Skills Perception +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities Frightened, Paralyzed, Poisoned, Prone, Stunned
Senses Tremorsense 120 ft., Passive Perception 16
Languages –
Challenge 14 (11,500 XP)

Phase Reality. The Land Shark exists partially in another plane of reality. While underground, only its dorsal fin is visible on the surface, giving it a distinct advantage in ambush. It cannot be attacked while underground, but it can sense any creatures above it through tremorsense. When it phases into this plane, it can attack and then phase back into the ground, making it difficult to hit.

ACTIONS

Multiattack. The Land Shark makes two bite attacks.

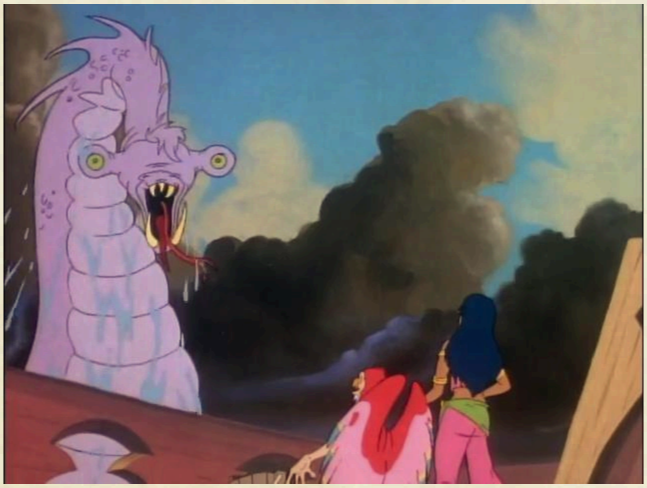
Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 55 (7d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the Land Shark can't bite another target.

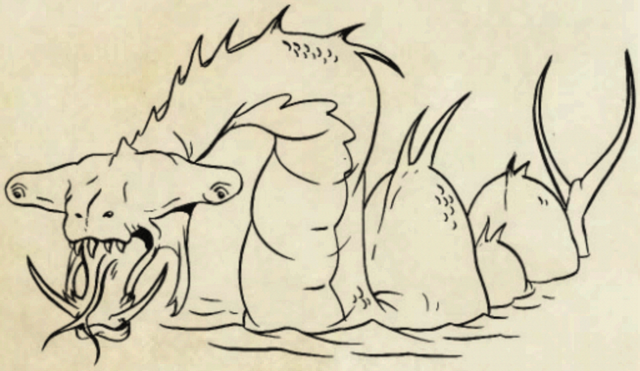
Rend. If the Land Shark hits a creature that it is grappling with its bite, it deals an extra 22 (4d10) slashing damage.

LEVIATHAN

Leviathans, better known as Sea Serpents, are colossal, serpentine creatures that can extend over 100 feet in length. Their bodies are covered in large, bony scales that are as strong as rock and exude a sticky, tar-like substance which binds anything that comes into contact with them. They have eyes that extend upward on two antennae, allowing them to see in a 360-degree radius.

Young Leviathans primarily feed on ocean-dwelling creatures, but as they age, they seek easier prey such as slow-moving ships. When attacking, they wrap their bodies around the ship to secure their prey, causing the crew to become stuck to their scales for easy consumption. Encounters with these powerful creatures are rare and should be approached with extreme caution.





LEVIATHAN

Gargantuan titan, unaligned

Armor Class 22 (natural armor)
Hit Points 414 (20d20 + 160)
Speed swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	26 (+8)	5 (-3)	12 (+1)	9 (-1)

Saving Throws Str +18, Con +16, Wis +9
Skills Perception +9
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Acid
Damage Vulnerabilities –
Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Prone, Stunned
Senses Darkvision 120 ft., Passive Perception 19
Languages Understands Abyssal but can't speak
Challenge 21 (33,000 XP)

Aquatic Adaptation. The Leviathan can breathe only underwater.

Legendary Resistance (3/Day). If the Leviathan fails a saving throw, it can choose to succeed instead.

Impervious to Dark Water. The Leviathan is immune to the effects of Dark Water.

ACTIONS

Multiattack. The Leviathan makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack*: +18 to hit, reach 15 ft., one target. *Hit*: 84 (12d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the Leviathan can't bite another target.

Tail. *Melee Weapon Attack*. +18 to hit, reach 20 ft., one target. *Hit*: 42 (6d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Constrict. The Leviathan wraps its body around a ship or structure. The target must make a DC 20 Strength saving throw, taking 70 (10d12 + 10) bludgeoning damage on a failed save, or half as much damage on a successful one. If the target is a ship, it is grappled and restrained by the Leviathan. Any creature that touches the Leviathan's scales becomes stuck (escape DC 15) and remains affixed until a total of 30 or more Strength points are used to free them.

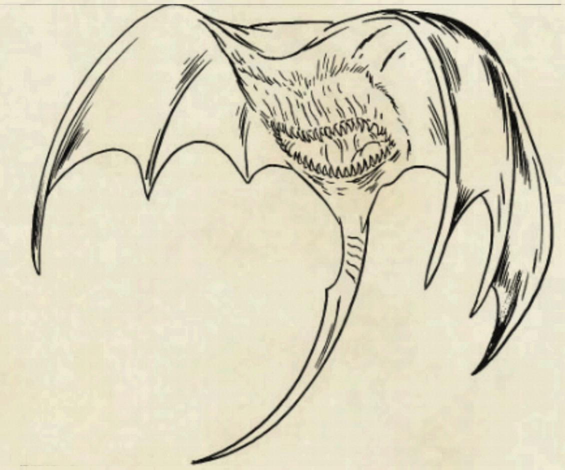
LEGENDARY ACTIONS

The Leviathan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Leviathan regains spent legendary actions at the start of its turn.

- Tail Attack: The Leviathan makes a tail attack.
- Detect: The Leviathan makes a Wisdom (Perception) check.
- Move: The Leviathan moves up to half its speed without provoking opportunity attacks.

MANTA

A Manta is a colorless creature whose body is only one inch thick and seems to be comprised of nothing more than five-foot long bat wings with a sharp, razor-like tail attached. Its skin is soft and rubbery, and a leech-like toothy mouth covers almost half of its lower body. This territorial creature can be found in any type of terrain and climate, attacking any being it feels is intruding upon its domain. Because of its size and lack of color and markings, a Manta is extremely difficult to detect when not airborne. When unmoving, this creature lays flat on the ground or wraps its wings around a tree or similar item, and in such positions, it is 65% likely not to be seen. When threatened, a Manta flies to its victim's head level and attacks with both its teeth and its tail.



MANTA

Large aberration, unaligned

Armor Class 18 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 10 ft., fly 60 ft., swim 240 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	21 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Dex +7, Con +9, Wis +5
Skills Perception +5, Stealth +11
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities Charmed, Frightened, Paralyzed
Senses Darkvision 120 ft., Passive Perception 15
Languages –
Challenge 9 (5,000 XP)

Amorphous Camouflage. When the Manta is not moving and blends into its surroundings, it is 65% likely not to be seen (DC 15 Wisdom (Perception) check to notice it).

Keen Senses. The Manta has advantage on Wisdom (Perception) checks that rely on sight or smell.

Natural Camouflage. The Manta can use its Dexterity (Stealth) to hide in plain sight when in environments where it can flatten against the ground or wrap around objects.

ACTIONS

Multiattack. The Manta makes two attacks: one with its bite and one with its tail.

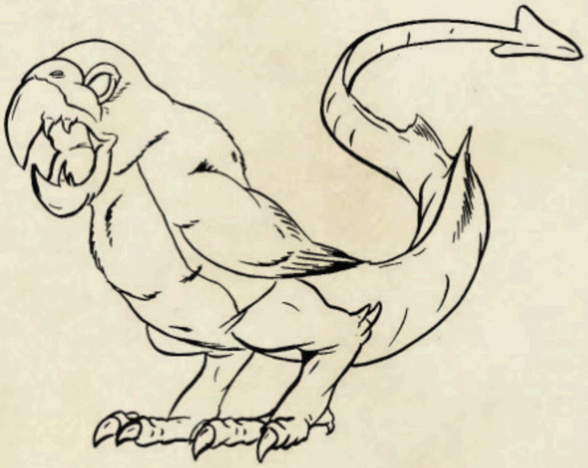
Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 5) piercing damage.

Tail. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 16 (2d10 + 5) slashing damage.

MEMORROT

Memorrots are colorful parrot-sized creatures that resemble a fanged parrot with the hindquarters of a small dragon. They are harmless creatures that inhabit any region that is warm and rich with plant life. However, their numbers are few, so they are extremely hard to obtain. Memorrots are highly prized because of their clear speaking voice and photographic memory, and are often used for recording and spying.

When trained, Memorrots can be sent to a specific place to which they have previously visited, wait there for a given time (usually in daily increments) and return to their home, where if given the proper code word(s), they relay any information they have gained.



MEMORROT

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 21 (6d6)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	6 (-2)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +5
Skills Perception +5, Stealth +7
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 15
Languages Mimics any language
Challenge 1 (200 XP)

Photographic Memory. A Memorrot can remember everything it sees and hears with perfect clarity. It can recall this information flawlessly when given the proper code word(s).

Mimicry. The Memorrot can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 4) piercing damage.

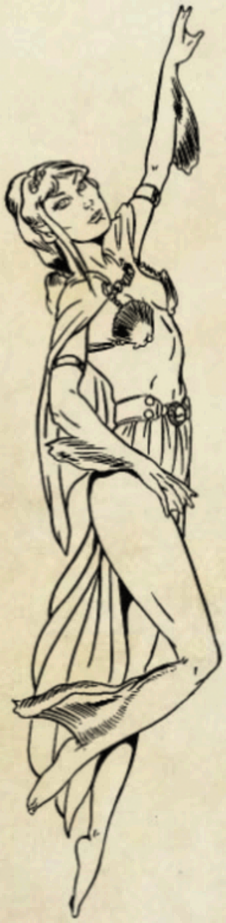
MERFOLK

Merfolk are highly intelligent, aquatic creatures that are human in appearance, with blue-tinted skin and light green hair. Their fingers and toes are webbed, and small fins protrude from behind their wrists and ankles. Mermen are often attired in armor and shields made of clams, large crustaceans, or scales, which increase their armor class.

These creatures are friendly and civil, and, as long as no threat is made to them or the sea, they willingly befriend almost all other beings. In fact, it is not uncommon to see Merfolk in coastal cities, as they often trade specialized sea goods with local communities and merchants.

Even though they breathe water, they may survive out of it for up to 2 hours at a time with no ill effects, thus allowing them interaction with air-breathing creatures. Merfolk, at will, may change their lower torsos to that of a great fish and always retain this shape while underwater. However, when near the surface, or when dealing with humans, they appear with normal physiques in order to facilitate movement.

Merfolk are extremely social creatures and live in large underwater cities at depths below two thousand feet. They are a matriarchal society, and each community is ruled by a single queen.



MERFOLK

Medium humanoid, Neutral Good

Armor Class 12 (unarmored), 14 (clam/crustacean/scaled armor)
Hit Points 27 (6d8)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +6, Wis +3
Skills Perception +5, Persuasion +5, Stealth +6
Damage Resistances Cold
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Aquan
Challenge 2 (450 XP)

Amphibious. The merfolk can breathe air and water.

Shape Change. The merfolk can use its action to transform its lower body into a fish tail, or back into legs. While it has a fish tail, its walking speed is 0, but it has a swim speed of 50 feet.

ACTIONS

Multiattack. The merfolk makes two melee attacks with its weapon.

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Leadership (Recharges after a Short or Long Rest). For each group of forty Merfolk encountered, there is an exceptional leader with an AV of at least 3d6 and an AR of at least 14. For each group of eighty, there is an individual who has Ecomantic abilities (50 Low Magic Skill points and 30 High Magic Skill points). There is also a 50% chance that any group of ten or more will be accompanied by 1d4 Sea Horses and 1d3 Sea Lions.

Ecomancy (Recharges after a Long Rest). A merfolk with Ecomantic abilities can cast spells (spell save DC 14, +6 to hit with spell attacks). They have the following spells prepared:

- Cantrips (at will): Druidcraft, Shape Water, Shillelagh
- 1st level (4 slots): Cure Wounds, Fog Cloud, Detect Magic
- 2nd level (3 slots): Lesser Restoration, Misty Step
- 3rd level (2 slots): Tidal Wave, Water Breathing

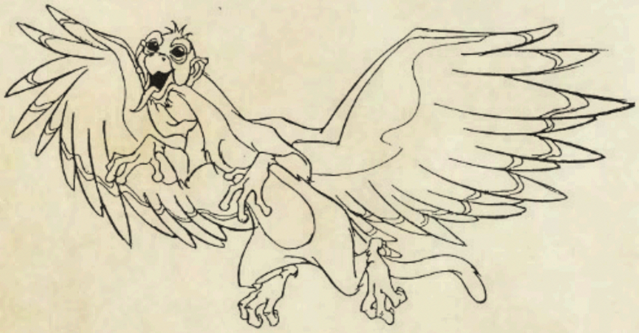
MONKEY BIRD

Monkey Birds are unique hybrids between spider monkeys and parrots, possessing the torso and head of a monkey, the upper beak of a parrot, and 6-foot long wings protruding from their shoulders. These creatures are colorful, with common bird markings and wings featuring at least three different colors. As they mature, males grow short, tuft-like beards which distinguish them from females.

Monkey Birds inhabit various regions throughout Mer and interact freely with humans and humanoids, speaking the common language of Mer. They dwell in large community groups in the upper parts of trees, where their huts are interconnected by large hollow vines, allowing safe travel within the community.

Monkey Birds have a matriarchal society ruled by a single queen, the mother of all Monkey Birds in the community. When the queen becomes too old to produce more offspring, she lays a special egg containing the new queen. The community, along with the current queen, nurtures the new queen until she is ready to bear offspring, typically at the age of 2 years.

Monkey Birds are social creatures that live in structured communities. They build nests high in the trees and communicate using a combination of vocalizations and gestures. Their ability to speak Common makes them invaluable intermediaries between the people of Mer and the natural world. Though they are generally peaceful, Monkey Birds will fiercely defend their queen and young if threatened.



MONKEY BIRD

Small humanoid, Chaotic Neutral

Armor Class 12
Hit Points 44 (8d8 + 8)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +6, Wis +4
Skills Perception +6, Stealth +8, Acrobatics +6
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 16
Languages Common, Auran
Challenge 2 (450 XP)

Flight. The monkey bird has a flying speed of 50 feet.

Monkey Agility. The monkey bird can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The monkey bird makes two attacks: one with its bite and one with its weapon.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (1d12 + 4) piercing damage.

Weapon. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (1d6 + 4) piercing or slashing damage, depending on the weapon.

Moss

BLACK MOSS This dark grey, scab-like mold grows on all living matter. Due to its natural color, it is very difficult to see in dark conditions, and there is a 60% chance it won't be noticed. When its spores come into contact with flesh, they are quickly absorbed, and only an antidote or magical means can negate their effects.

BLUE MOSS Blue Moss is indistinguishable from any other normal moss and appears harmless unless a spell is cast within 5 yards of it. When draining magic, the Ecomancer does not sustain any damage and can regain their spell points with the proper amount of rest. Blue Moss is often used as a defensive measure by powerful spellcasters to deter other magic users.

Black Moss

Small plant, unaligned

Armor Class 10
Hit Points 20 (4d8 + 4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities Psychic
Damage Vulnerabilities –
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses –
Languages –
Challenge 1 (200 XP)

Thorny Spores. If a warm-blooded creature passes within 10 feet of Black Moss or if it is exposed to bright light, it emits a cloud of black, thorny spores. All creatures within a 10-foot radius must make a DC 15 Dexterity saving throw. On a failed save, the creature is covered in spores. The spores deal 1 point of Strength and Dexterity damage per hour. If a creature's Strength or Dexterity is reduced to 0, it starts losing 1 hit point per hour until cured or dead. Only an antidote or magical means can negate these effects.

Actions

Spore Cloud (Recharge 6). Black Moss releases a cloud of black, thorny spores in a 10-foot radius. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. The spores cling to the skin and deal 1 point of Strength and Dexterity damage per hour as described in Thorny Spores.

Blue Moss

Small plant, unaligned

Armor Class 10
Hit Points 20 (4d8 + 4)
Speed 0 ft.

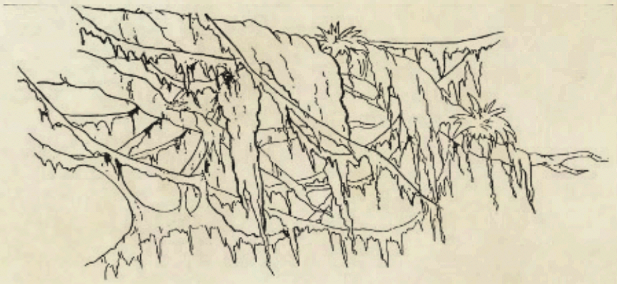
STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities Psychic
Damage Vulnerabilities –
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses –
Languages –
Challenge 2 (450 XP)

Magic Absorption. If a spell is cast within 15 feet of Blue Moss, it immediately flies to the caster and attaches itself. The caster must make a DC 15 Constitution saving throw or be grappled by the moss. Once attached, Blue Moss drains 1d4 spell points (or magic points) per minute. As it drains magic, it begins to glow a soft blue, growing brighter as it absorbs more magic. The moss can only be removed once the caster's magic points are reduced to 0, at which point the moss detaches and flies back to its original location.

Actions

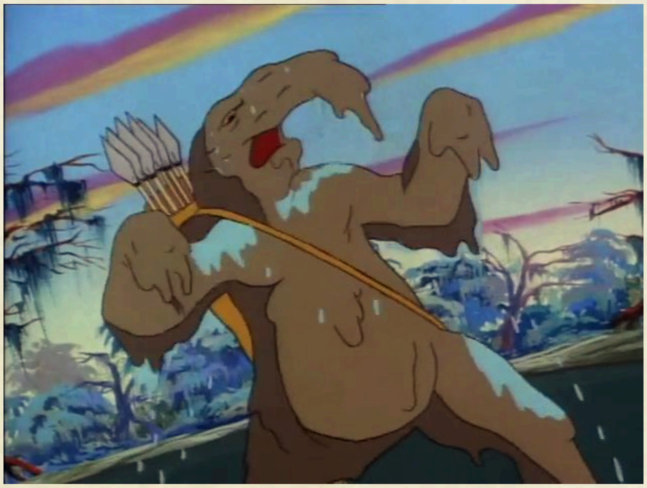
Magic Drain. Blue Moss drains 1d4 spell points from the grappled caster per minute. The moss cannot be removed until the caster's spell points are reduced to 0. This ability cannot be used on non-magical creatures.



MUD MEN

Mud People are primordial ooze beings that have gained a small degree of intelligence. They have no physical bodies of their own, so they use the rocks, bones, and other debris in their domain to form makeshift skeletons. Their appearance is a hodge-podge of goo covering various items, giving them an unpredictable and often grotesque shape.

Being made of ooze, they are extremely difficult to kill with normal weapons. They are resistant to physical damage and are harmed by water or fire. When they are hit with these elements, they abandon their physical bodies and revert to formless mud. Mud People can attack with normal weapons or spit an acidic mud at their opponents, making them a versatile and dangerous foe.



MUD MEN

Medium ooze, Neutral Evil

Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	10 (+0)	8 (-1)	5 (-3)

Saving Throws –
Skills –
Damage Resistances Bludgeoning, Piercing, Slashing
Damage Immunities Acid, Poison
Damage Vulnerabilities Fire
Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 9
Languages Understands Common but can't speak
Challenge 3 (700 XP)

Amorphous. The Mud Person can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the Mud Person remains motionless, it is indistinguishable from ordinary mud.

Resilient Form. The Mud Person is weakly affected by normal weapons. Only water- or fire-based attacks cause it real harm, forcing it to return to formless mud. A canteen-sized vial of water causes 1d6 damage, and a torch-sized flame causes 1d8 damage instead of 1d6.

ACTIONS

Multiattack. The Mud Person makes two weapon attacks or one weapon attack and one spit attack.

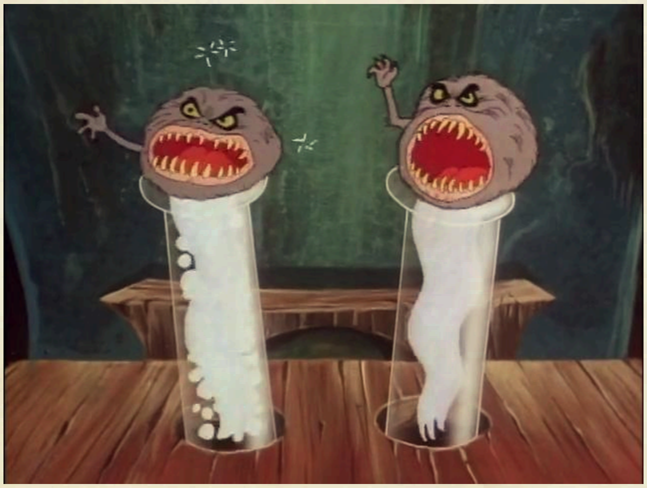
Weapon Attack. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 2) bludgeoning damage.

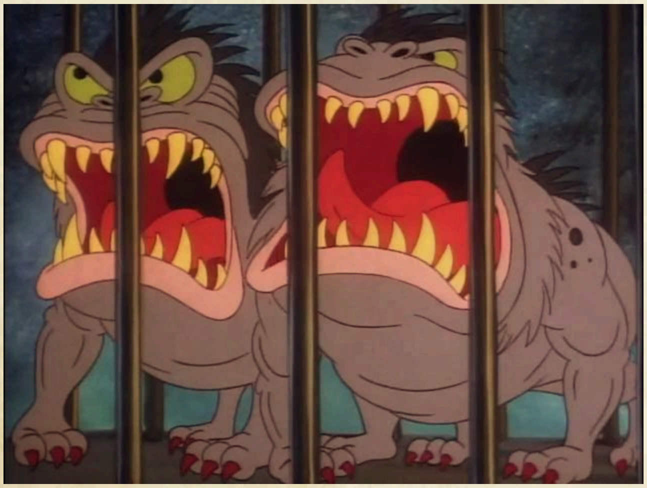
Spit (Recharge 5-6). *Ranged Weapon Attack*: +3 to hit, range 15 ft., one target. *Hit*: 11 (2d6 + 2) acid damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

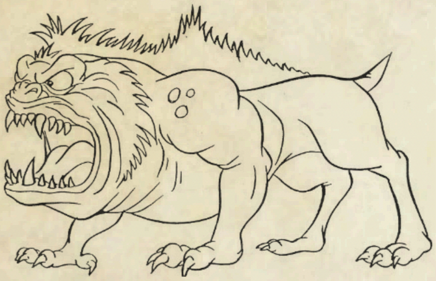
MUTARIOS

Mutarios are four-foot-high bulldog-like creatures with large muscular forelegs, long thin back legs, and a spine of bright red spikes that protrude down their back. Their face is semi-frog-like in appearance, with large mouths filled with 6-inch teeth.

Despite their thin hind legs, Mutarios are extremely strong, allowing them to jump vertically up to 16 feet. They are ferocious carnivores that hunt in packs, much like lions. These social creatures are always found in family packs of at least two adults and 1d8 young. When hunting or attacking, Mutarios leap on their opponents to knock them down and then finish them with their great teeth.







MUTARIOS

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	3 (-4)	10 (+0)	6 (-2)

Saving Throws –
Skills Perception +2, Stealth +3
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 12
Languages –
Challenge 2 (450 XP)

Pack Tactics. The Mutarios has advantage on an attack roll against a creature if at least one of the Mutarios's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Smell. The Mutarios has advantage on Wisdom (Perception) checks that rely on smell.

Leaping Attack. When the Mutarios moves at least 10 feet straight toward a target and then hits it with a bite attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, the Mutarios can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The Mutarios makes two attacks: one with its bite and one with its claws.

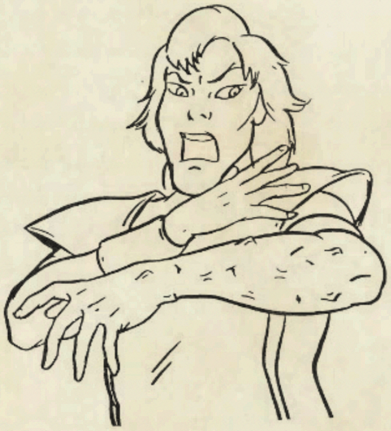
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

NOSEUMS

Noseums are tiny creatures that never exceed one millimeter in height or length and are naturally invisible. No one can say exactly what they look like. They inhabit any location with an abundance of mineral-filled earth and build elaborate underground complexes similar to ant hills, except with a noticeable lack of visible ants.

Noseums swarm towards any food or carrion within a 200-yard radius, traveling over anything in their path. If a being is in their path, they swarm over it, entering any openings or orifices they can find. Once a being is covered in Noseums, the only way to remove them is through full immersion in water, fire, acid, or dark water. Slapping at them has little effect, as those killed are quickly replaced by their brethren.



NOSEUMS

Tiny swarm of monstrosities, unaligned

Armor Class 10
Hit Points 30 (5d8 + 5)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Saving Throws –
Skills –
Damage Resistances Bludgeoning, Piercing, Slashing
Damage Immunities Poison
Damage Vulnerabilities Fire
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Passive Perception 10
Languages –
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny Noseum. The swarm can't regain hit points or gain temporary hit points.

Invisible. Noseums are naturally invisible, making it impossible to see them without the use of special detection magic or abilities.

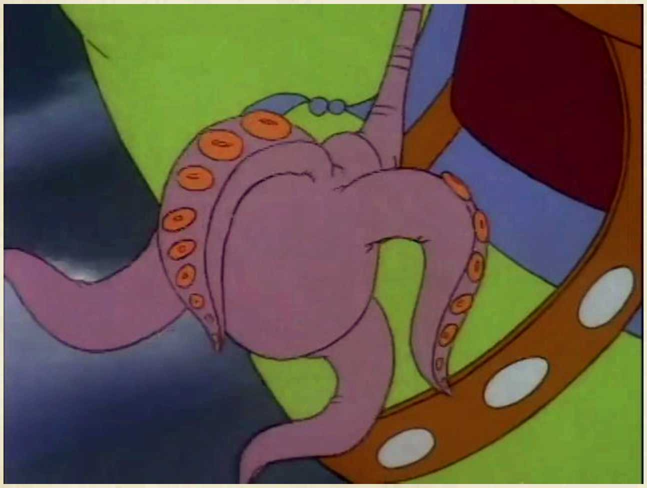
Keen Smell. The Noseums have advantage on Wisdom (Perception) checks that rely on smell.

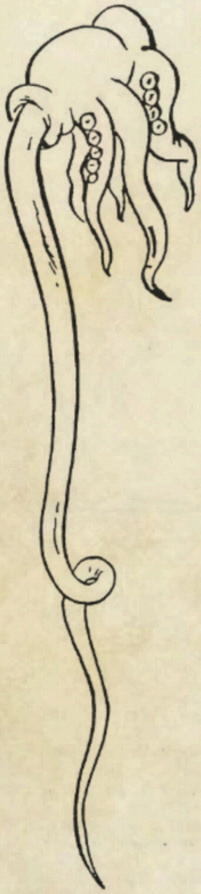
ACTIONS

Bites. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit*: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half its hit points or fewer.

OCTUPUCKER

An Octupucker is a small aquatic creature rarely growing over 10 inches in length. It resembles a normal octopus but has a unique 30-foot-long thread-like tentacle housed near its stomach. This creature uses its extended tentacle to grab and paralyze its prey, pulling it back to its original position to consume it. Octupuckers inhabit waters of all depths and can be trained by Merians for use as personal melee weapons. Non-poisonous varieties also exist. An Octupucker dies if kept out of water for more than a few minutes.





OCTUPUCKER

Small beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Saving Throws –
Skills Stealth +7, Perception +3
Damage Resistances Fire
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 13
Languages –
Challenge 1 (200 XP)

Amphibious. The Octupucker can breathe air and water.

Keen Sight. The Octupucker has advantage on Wisdom (Perception) checks that rely on sight.

Camouflage. The Octupucker has advantage on Dexterity (Stealth) checks made to hide.

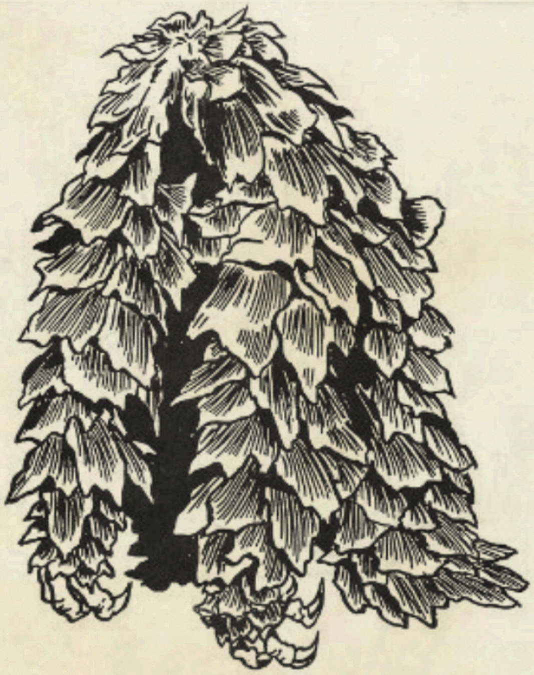
ACTIONS

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle Grab. *Melee Weapon Attack*: +7 to hit, reach 30 ft., one target. *Hit*: The target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Octupucker can't use this tentacle on another target. Each minute the Octupucker remains attached, the victim takes 4 (1d8) damage.

OFFDET

Offdets are man-sized humanoids that resemble living vegetables. They have loose-hanging hide that looks like dry lettuce and a shapeless face. Their legs are short and bloated, and their arms end in huge, clawed hands the size of a human head. Offdets inhabit areas with rich, fertile soil, such as swamps or forests. Being living plants, they can control plant life in their vicinity, issuing simple commands to aid in their defense. Due to their plant nature, they have resistance to most physical damage.



OFFDET

Medium plant, unaligned

Armor Class 13 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-3)	8 (-1)	6 (-2)

Saving Throws –
Skills Perception +1, Stealth +2
Damage Resistances Bludgeoning, Piercing
Damage Immunities Poison
Damage Vulnerabilities Fire
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Passive Perception 11
Languages –
Challenge 2 (450 XP)

Plant Control. The Offdet can control all plant life within a 30-yard radius, issuing simple commands such as “attack” or “restrain”. The plants follow these commands to the best of their ability.

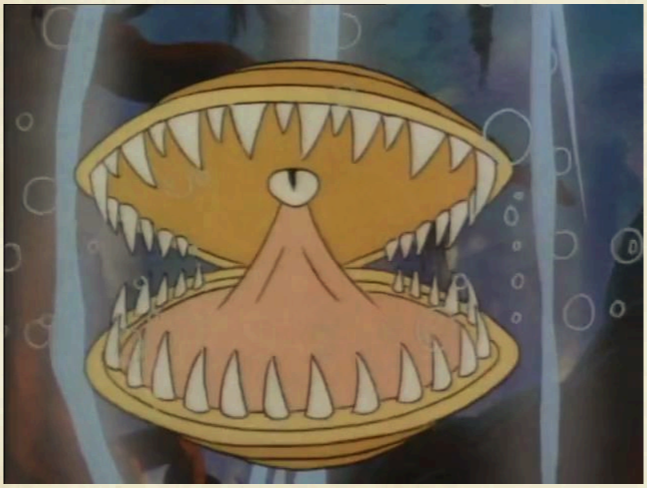
ACTIONS

Multiattack. The Offdet makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

PIRANHA CLAM

Piranha Clams appear as small clams, ranging from 3 to 5 feet in diameter when closed. When open, they reveal two rows of razor-sharp teeth and a single eye stalk. These creatures live in schools and feed in a frenzied manner, chewing through 10 feet of flesh and bone every 20 seconds. They lay in wait in shallow water or just beneath a thin layer of sand on beaches, attacking anything that steps within 5 feet of them. Their natural armor and frenzied attacks make them formidable predators despite their simple appearance.



PIRANHA CLAM

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 66 (7d8 + 35)
Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	1 (-5)	10 (+0)	4 (-3)

Saving Throws –
Skills Stealth +9
Damage Resistances Bludgeoning, Piercing
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 11
Languages –
Challenge 5 (1,800 XP)

Frenzy. When the Piranha Clam hits with a bite attack, it can make another bite attack as a bonus action.

Ambusher. The Piranha Clam has advantage on attack rolls against any creature it has surprised.

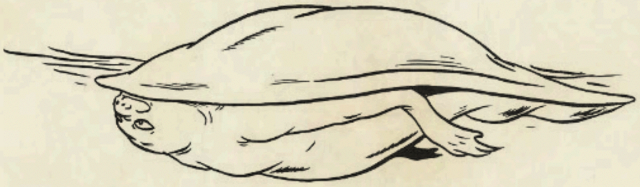
ACTIONS

Multiattack. The Piranha Clam makes two bite attacks.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Pod (Sea Glutton)

Pods, also known as Sea Gluttons, are pink-skinned, bloated humanoid creatures that inhabit the seas of Mer. They spend most of their time floating upside down, with their rock-hard bottoms exposed above the water surface, resembling large lily pads. Pods are incredibly lazy and are known for their constant wailing when they spot ships or coastal communities, demanding food. Their wail, similar to a leviathan's mating call, attracts leviathans, causing havoc for nearby ships and settlements. Despite their nuisance, Pods are harmless and prefer to avoid combat, swimming away at the first sign of trouble.



Pod

Medium beast, unaligned

Armor Class 11 (natural armor: top half), 17 (natural armor: bottom half)
Hit Points 45 (6d8 + 18)
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	1 (-5)	10 (+0)	6 (-2)

Saving Throws –
Skills –
Damage Resistances Bludgeoning, Piercing (bottom half only)
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 10
Languages –
Challenge 2 (450 XP)

Leviathan Attracting Shriek. Pods emit a high-pitched wail that mimics the mating call of a leviathan. This shriek can be heard up to 3 miles away. Any leviathans within this range are attracted to the sound. Pods use this ability to summon leviathans for protection.

Buoyant. Pods float upside down in water, with their rock-hard bottom half above the surface, resembling lily pads. They cannot drown and can stay afloat indefinitely.

Lazy Nature. Pods spend most of their lives floating and are extremely lazy. They rarely move unless disturbed or in search of food.

Actions

Shriek. The Pod emits a loud wail, audible up to 3 miles away. This shriek has no direct damage effect but attracts leviathans within range.

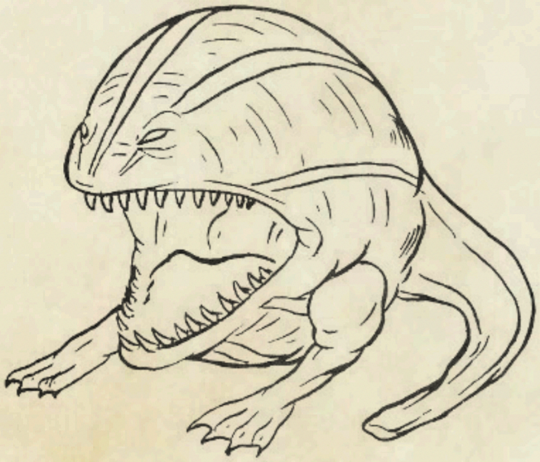
Flee. When attacked or threatened, Pods attempt to swim downward and flee. They move at their swimming speed, wailing continuously.

PONDRESS (ROLLING TEETH)

Pondresses, also known as Rolling Teeth, are creatures that initially appear to be common fruit growing on trees or vines. Upon closer inspection, their true nature is revealed as their stem is actually their tail, and their webbed feet unfold, exposing their two beady eyes and a large, tooth-filled mouth that opens to a ninety-degree angle. Pondresses derive their nourishment from trees, vines, and other woody plants, preferring to move at random to ensure a continuous supply of food.

When undisturbed, they blend in perfectly with their surroundings, making it easy to mistake them for actual fruit. However, if touched or disturbed, they become aggressive and automatically gain initiative due to the element of surprise. These creatures can chew through any living obstacles in their way and simply roll over any non-living obstacles.

Pondresses are sometimes bred in captivity for use as living weapons in battle, utilizing their aggressive nature and formidable bite.



PONDRESS

Tiny plant, unaligned

Armor Class 14 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	13 (+1)	3 (-4)	10 (+0)	7 (-2)

Saving Throws –
Skills –
Damage Resistances Piercing, Slashing
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 10
Languages –
Challenge 3 (700 XP)

False Appearance. While the Pondress remains motionless, it is indistinguishable from a common fruit.

Surprise Attack. If a Pondress surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Climber. The Pondress can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

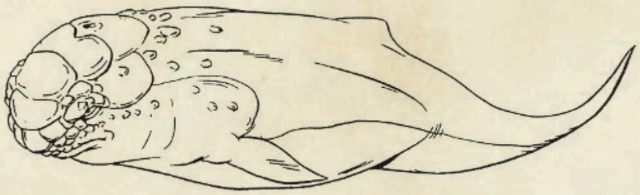
ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage.

RAM WHALE

Ram Whales are enormous marine predators ranging from eight to sixteen feet in length. They are known for their distinctive wide, dome-like heads covered in large bony plates, making them formidable foes in the waters of Mer. Their small eyes are protected by heavy, rock-hard ridges, and their mouths are set back into the underside of their heads.

These creatures are solitary hunters with a voracious appetite, often ramming ships with their massive heads. Their ramming attacks cause significant structural damage to vessels, leading to many sinking ships if the Ram Whales are not driven off or killed. In addition to attacking ships, they target swimmers, using their speed and bony heads to deliver devastating blows. Ram Whales can smell blood from up to a mile away, drawing them en masse to an attack site.



RAM WHALE

Huge beast, unaligned

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 36)
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws –
Skills –
Damage Resistances Bludgeoning, Piercing, Slashing from non-magical attacks
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 10
Languages –
Challenge 7 (2,900 XP)

Blood Frenzy. The Ram Whale has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Charge. If the Ram Whale moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 22 (4d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Keen Smell. The Ram Whale has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Ram. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 31 (4d10 + 6) bludgeoning damage.

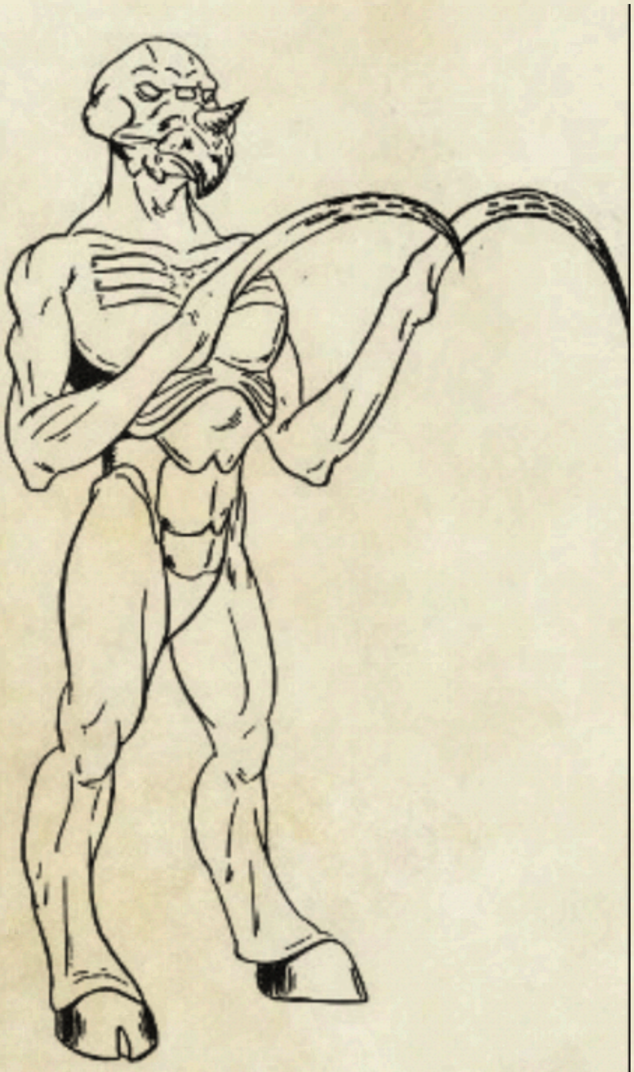
Swallow. If the Ram Whale scores a critical hit with its ram attack, it may choose to swallow the target if it is Large or smaller. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the Ram Whale, and takes 21 (6d6) acid damage at the start of each of the Ram Whale's turns. If the Ram Whale takes 30 damage or more on a single turn from a creature inside it, the Ram Whale must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the Ram Whale. If the Ram Whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

RIM

Rim are a race of hideously disfigured humanoids that inhabit only the most desolate areas of Mer. With huge barrel chests, long thin arms ending in single curved claws, and hooves instead of feet, their appearance is truly monstrous. Their heads seem to be nothing more than skulls, with a large tusk-like beak replacing their nose. Three eyes are spaced evenly across the center of their heads, and their mouths are nearly obscured by the large beak.

These creatures possess an innate ability to manipulate time, stopping it completely for a brief period before gradually allowing it to resume. This power makes them formidable hunters, as they can freeze time to close in on their prey, attack, and withdraw before their victims can respond.

Despite their solitary nature, Rim are expert hunters and often work in small groups. Their terrifying appearance and ability to control time make them a significant threat to any who venture into their territory.



LARGE FIEND, CHAOTIC EVIL

Huge beast, unaligned

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	9 (-1)	14 (+2)	8 (-1)

Saving Throws –
Skills –
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Abyssal
Challenge 10 (5,900 XP)

Stasis (Recharge 5-6). Up to twice a day, the Rim can create a 100-foot radius sphere of stasis centered on itself. Time stops completely in this sphere for 1 minute. During this time, the Rim can act and move normally but cannot attack or interact with creatures or objects within the stasis field. For the second minute, time slowly begins again, but all movement and Dexterity scores of creatures within the field are halved.

ACTIONS

Multiattack. The Rim makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 12 (2d6 + 5) piercing damage.

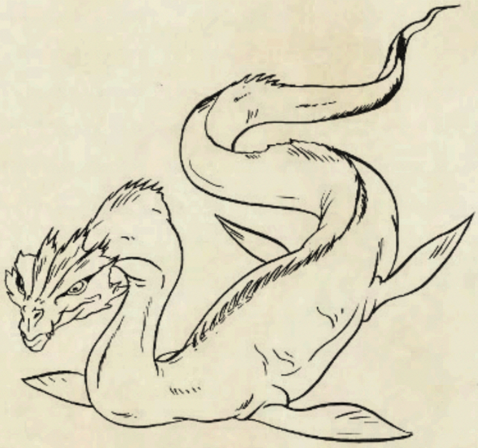
Claw: *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) slashing damage.

RIVER SERPENT

River Serpents are large, amphibious lizards that can grow up to 35 feet in length. They possess long sinuous necks and tails, wide flippers, and crested heads. Their coloring ranges from dark grey to light green, with the crest usually a shade darker than their skin.

These gentle herbivores can be found in any freshwater river that is at least 10 feet deep. Despite their gentle nature, River Serpents are powerful creatures capable of inflicting significant damage if provoked. When threatened, they use their long, powerful tail to smash attackers, potentially knocking them a considerable distance away.

Due to their amphibious nature and formidable strength, River Serpents are respected and often avoided by other creatures sharing their habitat. Their presence is a natural part of the ecosystem, contributing to the balance of their freshwater environments.



RIVER SERPENT

Huge beast, unaligned

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 10 ft., swim 150 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Str +9, Dex +6, Con +8
Skills Perception +5
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 15
Languages –
Challenge 10 (5,900 XP)

Amphibious. The River Serpent can breathe air and water.

Keen Smell. The River Serpent has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The River Serpent makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 16 (2d10 + 5) piercing damage.

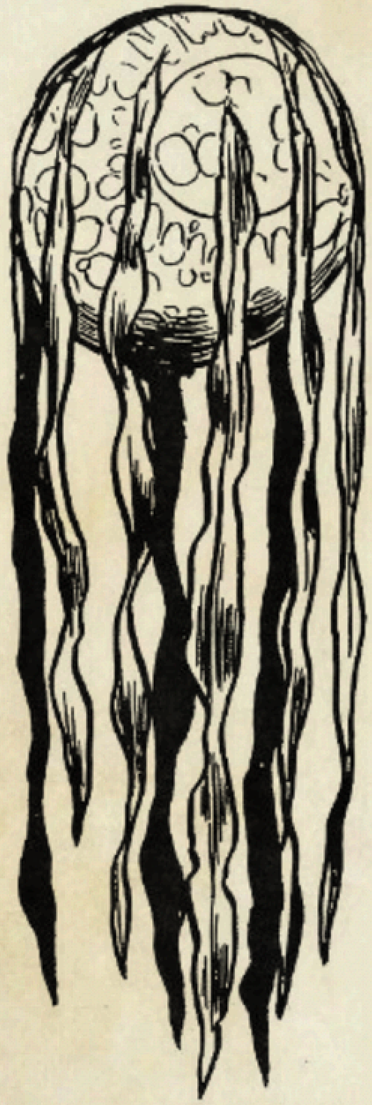
Tail: *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit*: 27 (5d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked 25 feet away from the River Serpent.

SEA GLOBE

A Sea Globe is a large, aquatic creature that appears as a round, translucent globe with eight, foot-long, seaweed-like tentacles. This creature inhabits all the seas of Mer but is especially common around the island of Andorus.

The Sea Globe has the unique ability to leave the water and fly, provided it fills itself with liquid to continue breathing. When seen in this state, a Sea Globe appears as a perfectly round, water-filled, floating ball. However, the creature must return to the sea periodically to replenish its water supply or risk drying up and dying.

In combat, a Sea Globe uses its tentacles to sting opponents, causing paralysis to those who fail to resist its venom. The creature is highly vulnerable to fire-based attacks, which deal double damage due to its watery composition.



SEA GLOBE

Large aberration, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed Swim 120 ft., fly 60 ft. (see Airborne State)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Dex +6, Con +6
Skills Perception +4
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 6 (2,300 XP)

Amphibious. The Sea Globe can breathe air and water.

Airborne State. Before it can leave the water, the Sea Globe must fill itself with liquid to continue breathing. For each hour out of the water, the Sea Globe loses one-quarter of its water. When depleted, it must return to the sea to replenish its supply. If it doesn't replenish its water supply, it dries up and dies in 1d20 minutes.

ACTIONS

Multiattack. The Sea Globe makes three tentacle attacks.

Tentacle. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 11 (1d12 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1d4 minutes.

Water Jet (Recharge 5-6). The Sea Globe releases a high-pressure jet of water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

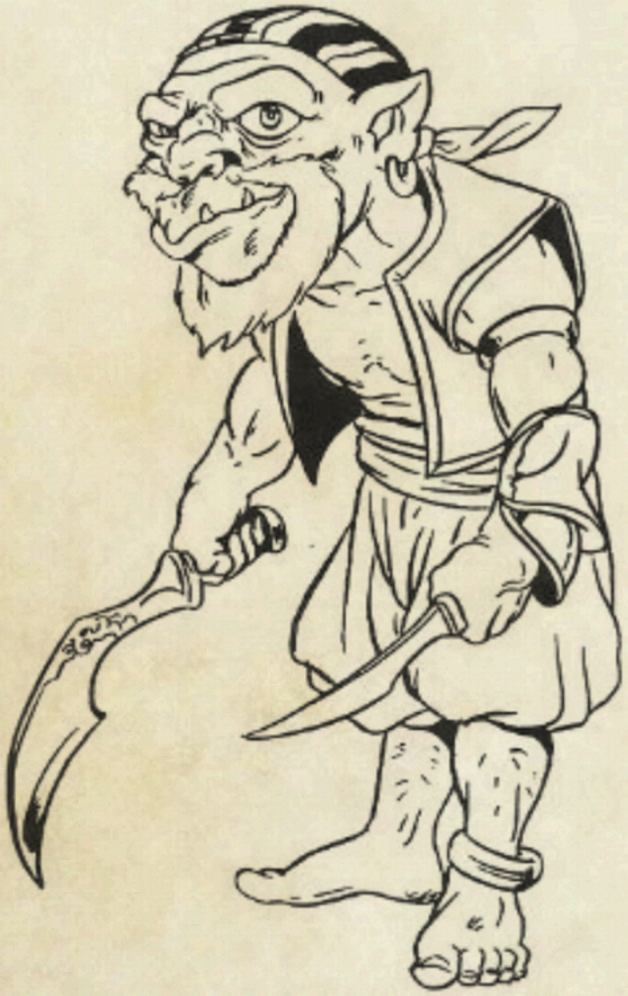
SEA GOBLIN

Sea Goblins are small humanoids standing just over three feet in height. They have dark blue skin and oversized heads, giving them an eerie appearance. Despite considering themselves ferocious pirates, Sea Goblins are inherently cowardly and rely on stealth and overwhelming numbers to raid ships.

Living in large communities near large bodies of water, Sea Goblins utilize their incredible underwater swimming ability to reach ships undetected. They can hold their breath for up to 15 minutes, allowing them to approach and climb aboard ships quietly. Once aboard, they eliminate lookouts and attack the crew by surprise. If forced into melee combat and outnumbered, they will flee unless they have a numerical advantage.

Sea Goblins are known for raising wood beetles to aid in sinking ships they cannot capture by force. Additionally, they cultivate sea urchins and each Sea Goblin carries 1d6 sea urchins to use as weapons or tools.

In larger groups, Sea Goblins have leaders with enhanced abilities and ecomancers who can use low-level magic.



SEA GOBLIN

Small humanoid (goblinoid), Chaotic Evil

Armor Class 12
Hit Points 13 (3d6 + 3)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +3, Con +3
Skills Stealth +3, Perception +2
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 12
Languages Goblin
Challenge 1/2 (100 XP)

Amphibious. The Sea Goblin can breathe air and water.

Hold Breath. The Sea Goblin can hold its breath for up to 15 minutes.

Cowardly. If the Sea Goblin is reduced to half its hit points, it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. While frightened, the Sea Goblin must use its movement to escape from its attackers.

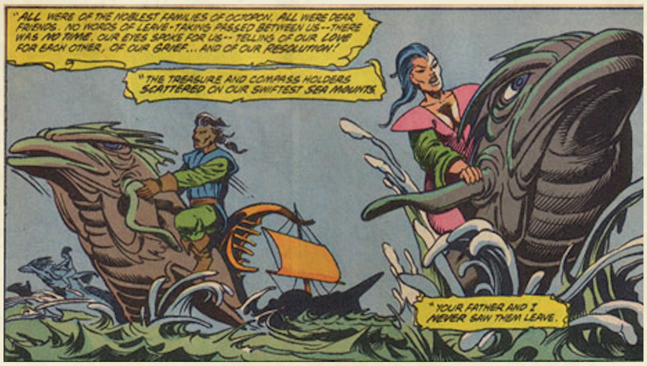
ACTIONS

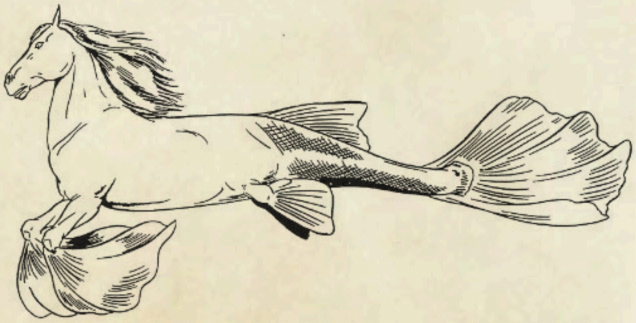
Multiattack. The Sea Goblin makes two attacks with its weapon.

Weapon Attack. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d6 + 1) piercing damage.

SEA HORSE

Sea Horses in Mer are majestic marine creatures with the torso of a horse, light blue or green manes, and a rear body resembling a large fish. Their forelegs end in powerful fins, allowing them to navigate the underwater environment efficiently. These semi-intelligent creatures are highly valued as marine steeds, especially by Merfolk who train them for both riding and combat. With their natural armor and keen senses, Sea Horses make formidable companions and are often used in aquatic skirmishes and adventures.


"ALL WERE OF THE NOBLEST FAMILIES OF OCTOPON. ALL WERE DEAR FRIENDS. NO WORDS OF LEAVE-TAKING PASSED BETWEEN US--THERE WAS NO TIME. OUR EYES SPOKE FOR US-- TELLING OF OUR LOVE FOR EACH OTHER, OF OUR GRIEF... AND OF OUR RESOLUTION!
"THE TREASURE AND COMPASS HOLDERS SCATTERED ON OUR SWIFTEST SEA MOUNTS.
"YOUR FATHER AND I NEVER SAW THEM LEAVE.



SEA HORSE

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Dex +4, Con +3
Skills Perception +4, Athletics +5
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Understands Aquan but cannot speak
Challenge 1/2 (100 XP)

Amphibious. The Sea Horse can breathe air and water.

Keen Sight. The Sea Horse has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

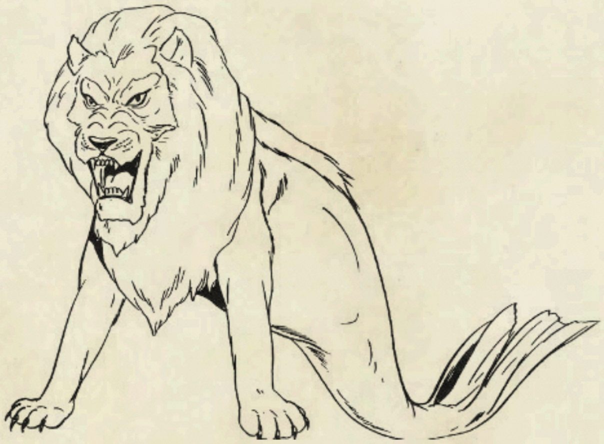
Multiattack. The Sea Horse makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 3) piercing damage.

Tail: Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit*: 9 (1d8 + 3) bludgeoning damage.

SEA LION

Sea Lions in Mer are formidable aquatic creatures with the head and claws of a lion, the torso of a massive seal, and the tail of a large fish. They lack rear legs but are powerful swimmers, capable of swift and agile movements underwater. With the intelligence akin to that of a common dog, Sea Lions are often domesticated by Merfolk for companionship and protection. These creatures are social and travel in prides led by a dominant male. They exhibit behaviors similar to terrestrial lions, with the pride structure being an essential aspect of their social organization. Sea Lions are both hunters and guardians, making them invaluable to those who live near or within the seas of Mer.



SEA LION

Large beast, unaligned

Armor Class 17 (natural armor)
Hit Points 52 (7d10 + 14)
Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Saving Throws Dex +4, Con +4
Skills Perception +4, Athletics +6
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Understands Aquan but cannot speak
Challenge 2 (450 XP)

Amphibious. The Sea Lion can breathe air and water.

Keen Smell. The Sea Lion has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The Sea Lion makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 4) slashing damage.

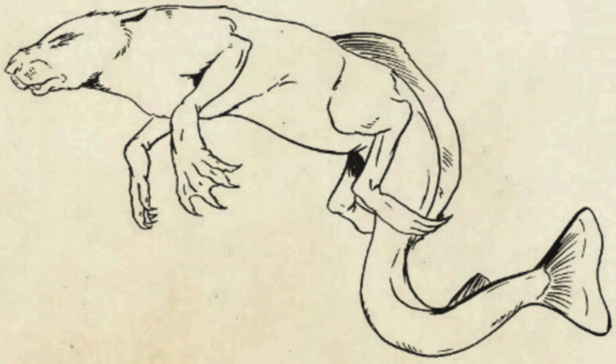
SEA RAT

Sea Rats are mostly aquatic creatures, thriving both in water and on land. They are adapted to low-light environments, with their eyes almost entirely vestigial. They have long, eel-like appendages and webbed claws, making them adept swimmers and climbers. Though they can breathe both water and air, they prefer the darkness and safety of underwater reefs.

Sea Rats usually remain underwater but can be washed ashore by fierce storms, forming swarms that devour all organic material in their path. They can pose a threat to ships passing over or near their habitats, potentially boarding the vessels in large numbers to attack anything that moves.

Individually, Sea Rats are not very dangerous, but in swarms, they become a significant threat due to their numbers and swarm tactics. They attack en masse, overwhelming their prey with sheer volume.

Sea Rats are known to climb aboard ships during fierce storms or when attracted by the scent of food. Their webbed claws and ability to breathe both air and water make them versatile and persistent predators in their environment.



SEA RAT

Tiny beast, unaligned

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 10
Languages –
Challenge 1/8 (25 XP)

Amphibious. The Sea Rat can breathe air and water.

Swarm Tactics. Sea Rats gain advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

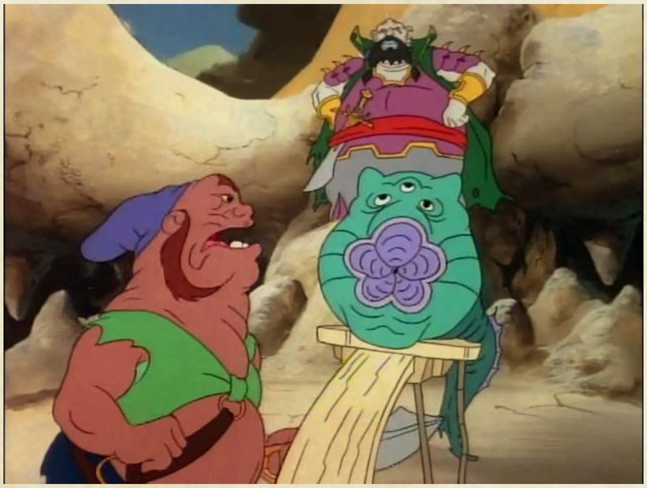
SEA SUCKER

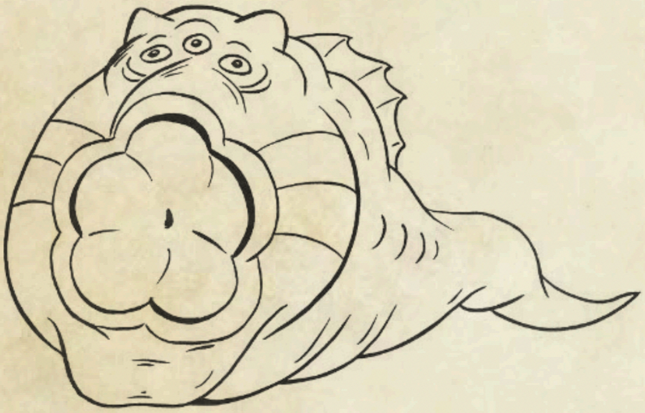
Sea Suckers are aquatic creatures, resembling headless fish, with a body that includes a large tail and a mouth similar to a leech. They range from one to two feet in length and have three evenly spaced eyes.

Sea Suckers inhabit shallow, sandy bottoms of lakes, rivers, and seas. They bury themselves under a thin layer of sand, waiting motionlessly until potential prey passes close enough to be attacked. When prey is within range, the Sea Sucker uses its leech-like mouth to attach itself, starting to emit a dangerous, corrosive acidic enzyme. The amount of damage from this enzyme varies by the creature's size.

Sea Suckers rely on ambush tactics, hiding under the sand until prey passes close enough to attack. They latch onto their prey and begin secreting acid to weaken and consume it. Removing a Sea Sucker requires a significant effort, usually involving force or the creature's death.

These creatures are sometimes harvested and used as living weapons by humanoids, who take advantage of their natural adhesive properties and acidic secretions.





SEA SUCKER

Small beast, unaligned

Armor Class 10
Hit Points 22 (4d6 + 8)
Speed swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses –
Languages –
Challenge 1 (200 XP)

Burrow. The Sea Sucker can burrow itself under sand or loose sediment, remaining hidden until prey passes nearby.

Sticky Mouth. A successful bite attack latches the Sea Sucker onto its prey. Only the Sea Sucker's death or a successful escape DC 12 Strength check can remove it.

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 2) piercing damage. If the target is a creature, the Sea Sucker attaches to it.

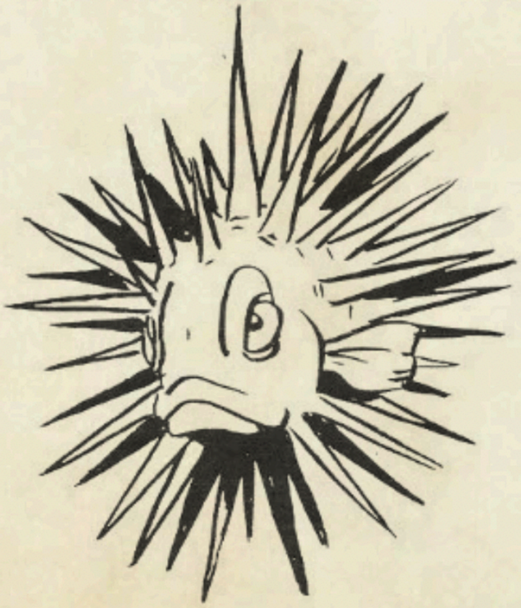
Acidic Enzyme. The attached Sea Sucker secretes an acidic enzyme, dealing 5 (1d10) or 10 (2d10) acid damage per round, depending on the Sea Sucker's size.

SEA URCHIN

Sea Urchins are small marine creatures resembling ping pong balls covered in sharp spikes. These tiny creatures rarely exceed six inches in length and travel in schools of up to a thousand members, inhabiting all the seas of Mer.

When threatened, Sea Urchins mass together and attack their adversary with deadly results. Their spikes deliver a potent neuro-toxin that causes partial paralysis in their victims. Each spike that hits an opponent reduces the target's Dexterity, eventually causing total motor control loss if enough hits are sustained.

These creatures are often bred and raised in captivity due to their size and potent toxin. They are sold as living weapons, used similarly to shuriken.



SEA URCHIN

Tiny beast, unaligned

Armor Class 11
Hit Points 10 (2d4 + 2)
Speed swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Saving Throws –
Skills –
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 30 ft., Passive Perception 10
Languages –
Challenge 1/2 (100 XP)

Neuro-toxin. The Sea Urchin's spikes deliver a strong muscle relaxant. Each successful hit reduces the target's Dexterity by 1 for 24 hours. If the target's Dexterity reaches zero, the target is paralyzed for the duration.

Poisonous Spines. When a creature touches or hits the Sea Urchin with a melee attack while within 5 feet of it, or when it is hit by a melee attack, the attacker takes 1d4 piercing damage and must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the creature suffers a -1 penalty to Dexterity checks and saving throws for each hit by a Sea Urchin, up to a maximum penalty equal to its Dexterity modifier (minimum -1).

ACTIONS

Spine Attack. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking an additional 1d6 poison damage on a failed save, or half as much on a successful one.

SERVA

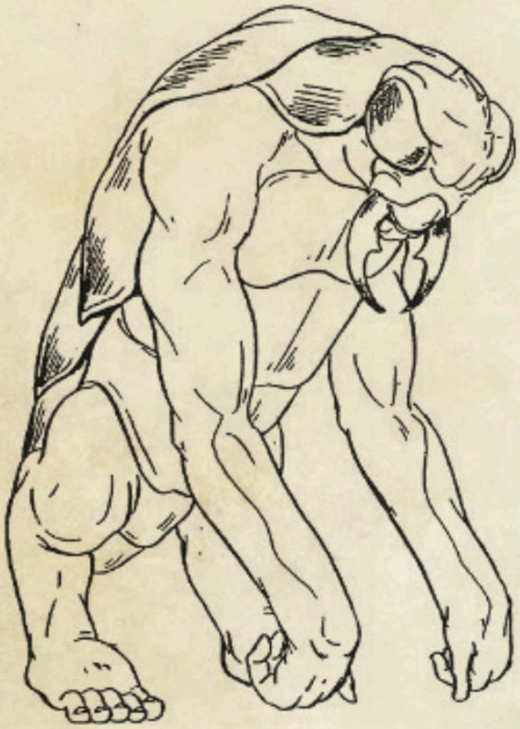
The Serva is a humanoid insectoid creature with a hard, chitinous shell and long, thick limbs resembling those of a gorilla. Its head resembles that of a praying mantis, with red, multifaceted eyes and large mandibles protruding from either side. These eyes reflect light much like a feline's.

Servas live in large colonies with a strict hierarchy, much like ants. Each colony consists of numerous workers, warriors, and one queen. They construct round, doorless huts from mud, limbs, and the remains of their foes. These huts are interconnected by underground tunnels used for food and egg storage, mating, and the laying of eggs.

If any hut is attacked, the occupants let out a chittering yell, summoning all warriors within 200 yards to defend the colony. Servas are skilled with all forms of weapons and only use their mandibles if they are weaponless.

Servas are formidable in combat due to their natural armor and strong mandibles. They prefer to use weapons but will resort to their mandibles if disarmed. When defending their colony, they rely on their hive mind to coordinate attacks and overwhelm intruders with sheer numbers.

These insectoid creatures are a testament to the diverse and often dangerous fauna that inhabit the world of Mer. Their complex social structures and defensive capabilities make them a significant threat to any who dare to invade their territory.



SERVA

Medium monstrosity, neutral

Armor Class 18 (natural armor)
Hit Points 45 (5d10 + 20)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Saving Throws –
Skills Athletics +7, Perception +4
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 4 (1,100 XP)

Hive Mind. The Serva can communicate telepathically with any other Serva within 100 feet. Additionally, it has advantage on saving throws against being charmed or frightened as long as it is within 100 feet of at least one other Serva.

- Mandibles: If the Serva is weaponless, it can use its mandibles to attack.
- Multi-Attack: The Serva makes three attacks: two with its mandibles and one with a weapon.

ACTIONS

Mandibles. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 4) slashing damage.

Weapon. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (1d8 + 3) piercing or slashing damage (type varies based on weapon).

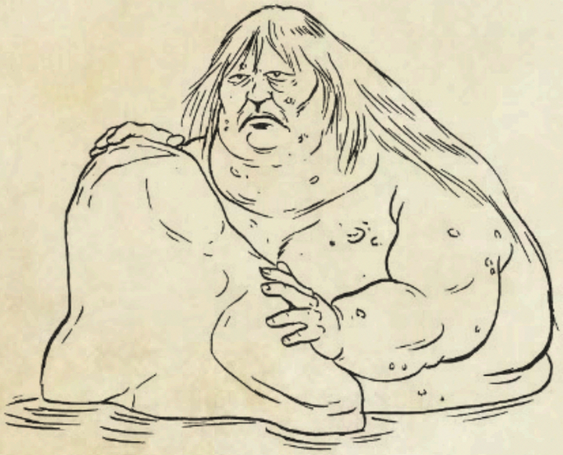
SIREN

The Siren is a hideously ugly woman with a large bloated body covered in sores and scabs. To conceal her undesirable appearance, a Siren can alter her shape to that of a comely woman with long flowing hair and a perfect physique. This creature resides near any treacherous body of water, including rocky coastlines, shallow reefs, or dangerous rapids, where it attempts to lure and kill all those who are unlucky enough to encounter it.

When a humanoid or group of humanoids passes within 300 feet of the Siren's location, she assumes her false form and begins to sing. Anyone hearing this song must successfully roll against their Magic Resistance score or have an uncontrollable urge to possess the Siren. Once enthralled, an individual willingly risks their life to get to the creature, doing anything within their power to do so, including jumping into turbulent water or steering a ship directly into dangerous rocks. If anyone successfully reaches the Siren, she immediately assumes her true form and attacks.

Siren uses its shape-changing ability to lure prey by assuming a beautiful form and singing an enchanting song. Once victims are charmed, the Siren leads them to their doom, revealing its true form only when it is ready to attack. The Siren relies on its charm and deception abilities to separate and incapacitate its targets, making it easier to kill them. Its amphibious nature allows it to escape into the water if outmatched in combat.

The Siren is a testament to the dangers lurking in the world of Mer, combining beauty and terror to ensnare the unwary.



SIREN

Medium monstrosity, Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 50 (5d10 + 25)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws –
Skills Deception +7, Performance +7, Persuasion +7
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Abyssal
Challenge 5 (1,800 XP)

Shapechanger. The siren can use its action to polymorph into a comely human woman or back into its true form. Its statistics, other than its appearance, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

- Amphibious: The siren can breathe air and water.
- Multiattack: The siren makes two claw attacks.

ACTIONS

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

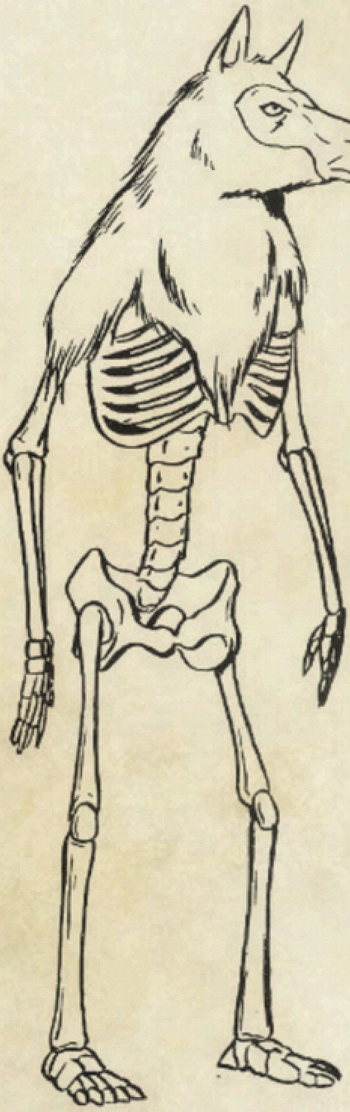
Song (1/Day). The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on that target.

Skat

Skats are undead creatures that have the head of a jackal and a human skeletal body. They can be found in any location but prefer areas where death has occurred, such as cemeteries, ancient battle sites, or locations of fatal shipwrecks. These creatures harbor a deep hatred for all living beings and attack on sight.

Skats use their Animate Dead ability to surround themselves with a horde of skeletal minions, using them as a first line of defense. They strike with their weapons, relying on their undead fortitude and resistances to withstand attacks. Their keen senses allow them to detect intruders easily, making them formidable guardians of their chosen territories. Skats are fearsome undead beings that embody the hatred of the dead for the living, using their necromantic powers to raise and command the skeletal remains of the fallen. They are intelligent, cunning, and relentless in their pursuit of destruction.



Skat

Medium undead, Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 120 (10d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	20 (+5)	12 (+1)	16 (+3)

Saving Throws –
Skills Perception +5, Stealth +6, Arcana +9
Damage Resistances Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Cold
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Abyssal
Challenge 9 (5,000 XP)

Undead Fortitude. If damage reduces the skat to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skat drops to 1 hit point instead.

Animate Dead (1/Day). The skat can use its action to animate the skeletons of any dead creatures within 30 feet. It can animate 2d10 skeletons, which follow its commands. These skeletons last until destroyed or until the skat is destroyed. (See the Skeleton sheet for details.)

Keen Hearing and Smell. The skat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The skat makes two weapon attacks.

Weapon Attack. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 15 (2d12 + 2) slashing damage.

SKEEVE

Skeeve are man-sized parodies of humanity with crab-shaped heads, large pincers in place of arms, and six spiked tentacles for legs. These aberrations are air-breathing creatures but are much more effective in water, spending a great deal of their time there. Skeeve inhabit areas around any body of water and often occupy natural caves found on Mer's rocky shores. If caves are unavailable, they dig their own lairs out of soft sand.

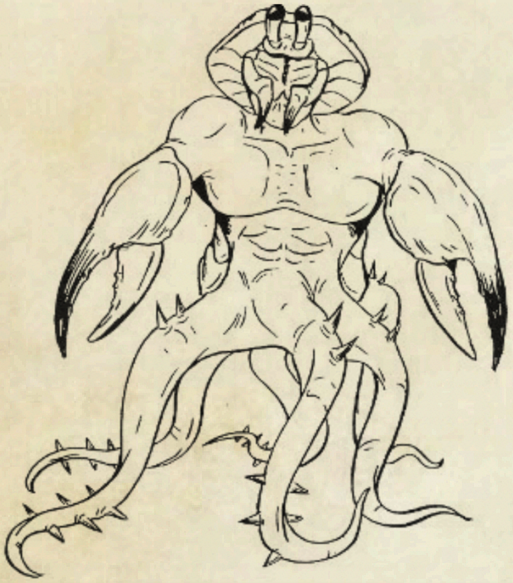
When any creature larger than a dog comes within 10 feet of a lair entrance, the Skeeve pushes open its door, leaps on its prey, and attempts to drag it back into its lair to devour.

When in melee, a Skeeve uses four of its six tentacles to attack, whipping them in a frenzied manner in an attempt to encircle its prey. Any successful hit means that the Skeeve has successfully wrapped one tentacle around its prey and begins to pull its victim 12 feet per minute towards its lair. A victim takes 1d10 damage per minute that the tentacle remains affixed.

Skeeve are cunning ambush predators. They wait in their hidden lairs until prey comes close, then strike swiftly, using their tentacles to grapple and pull prey towards their lair.

They use their pincers to inflict heavy damage on restrained foes and are adept at fighting both on land and underwater.

These hideous creatures are feared by coastal communities and sailors alike, known for their brutal hunting tactics and ability to blend seamlessly into their surroundings.



SKEEVE

Medium aberration, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	11 (+0)	10 (+0)	8 (-1)

Saving Throws –
Skills Stealth +8, Perception +4
Damage Resistances Cold, Fire
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Abyssal
Challenge 8 (3,900 XP)

Amphibious. The Skeeve can breathe air and water.

Tentacle Grab. If the Skeeve hits a creature with a tentacle attack, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Skeeve can't use that tentacle on another target. The Skeeve has four tentacles it can use in this manner.

ACTIONS

Multiattack. The Skeeve makes two pincer attacks and four tentacle attacks.

Pincer. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 4) bludgeoning damage.

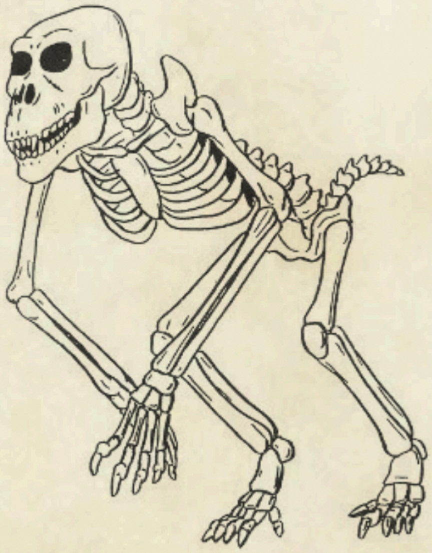
Tentacle. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 10 (1d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Skeeve can't use that tentacle on another target.

SKELETON

Skeletons are creatures animated by magic to serve a specific purpose. They are typically formed from human or humanoid remains, but the remains of many creatures can be animated as skeletons. These undead are mindless and attack any living being on sight.

These undead abominations are feared by many for their relentless pursuit and mindless aggression, often found guarding the lairs of necromancers or patrolling ancient crypts.

In many cases, skeletons are not whole (missing arms, hands, etc.), and they will attempt to replace their missing parts by using similar pieces from their victims.



SKELETON

Medium undead, Lawful Evil

Armor Class 15 (natural armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws –
Skills –
Damage Resistances Piercing, Slashing
Damage Immunities –
Damage Vulnerabilities Bludgeoning
Condition Immunities Poisoned, Exhaustion
Senses Darkvision 60 ft., Passive Perception 9
Languages Understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Undead Nature. A skeleton doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The skeleton makes two melee attacks.

Weapon Attack. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage with a scimitar or 6 (1d6 + 3) piercing damage with a short sword.

SKY STEED

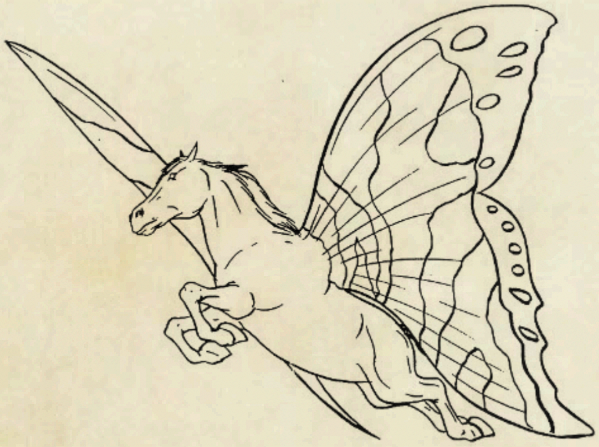
From a distance, Sky Steeds appear to be nothing more than normal horses. However, when seen from 50 feet or less, or by magical means (at MP discretion), it is apparent that they have large, multi-colored, translucent butterfly wings. When the wings are folded against their body, they are all but invisible, but when airborne, they appear as an ever-changing array of scintillating colors.

Due to the lightness of their wings, Sky Steeds must get a running start of at least 25 feet before they are able to become airborne. Once airborne, they can travel to altitudes of over 1 mile.

Sky Steeds are semi-intelligent creatures that act in a manner similar to normal equines. They travel in herds, with each having one large, dominant male as herd leader.

Sky Steeds are gentle animals and avoid fighting if at all possible. However, if cornered, or if their foals are threatened, Sky Steeds fight to the death. When in melee, they use their front hooves like pummeling weapons.

Sky Steeds are highly prized as mounts, but are almost impossible to obtain. Even if caught, they never willingly submit to being ridden, and attempt to escape at every opportunity. However, if befriended, they can work with an individual and act as a trusted ally. It is left up to the MP to determine how this trust and friendship is acquired.



SKY STEED

Large beast, Neutral Good

Armor Class 12
Hit Points 45 (3d12 + 12)
Speed 60 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	10 (+0)

Saving Throws –
Skills –
Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks while airborne
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 11
Languages Understands Common and Elvish but can't speak
Challenge 3 (700 XP)

Scintillating Wings. The Sky Steed's wings are an ever-changing array of colors, which can mesmerize onlookers. Any creature within 30 feet that can see the Sky Steed's wings must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. The charmed target regards the Sky Steed as a friendly acquaintance. The effect ends if the creature is harmed by the Sky Steed or its allies, or if the creature witnesses the Sky Steed harming its allies.

Running Start. The Sky Steed must move at least 25 feet before it can become airborne.

ACTIONS

Multiattack. The Sky Steed makes two hoof attacks.

Hoof. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d10 + 3) bludgeoning damage.

Kick. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 14 (2d12 + 3) bludgeoning damage.

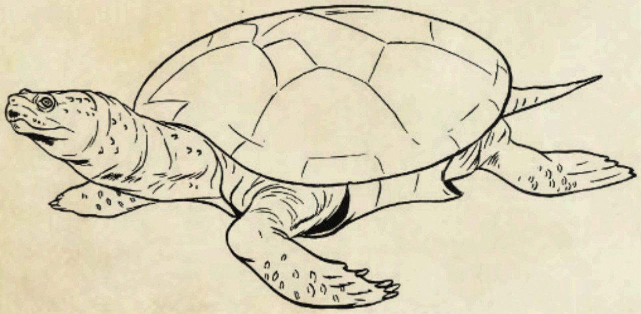
Snapping Turtle

Snapping Turtles are large sea turtles that grow up to 5 feet in length and weigh more than six hundred pounds. Their shell is extremely smooth and multicolored, and their beak is sharp and bony. These turtles can be found in any salt water, either near the shore or at great depths. They are aggressive creatures, feeding on fish, small mammals, and even their kin.

Once they bite into any object or being, they only loosen their grip if their jaws are pried apart or if they are killed. It takes a combined Strength of 35 to open the jaws once they have snapped shut on an object. If an individual is in a Snapping Turtle's grip, they receive an additional 2d6 points of crushing damage for each minute gripped.

In non-threatening situations, Snapping Turtles act as other turtles, moving with a slow, unconcerned gait. However, when threatened or hunting, they are able to move with blinding speed and can reach their maximum speed in 1d10 seconds, even from a stationary position. Once at full speed, they may only travel in a straight line and must return to their normal movement rate if a turn is required. In addition to their surprising speed, Snapping Turtles have the unique ability to turn their body totally around while inside their shell.

Like normal turtles, the female returns to the same beach each year to lay her eggs in the sand, laying 5d10 eggs per nesting. When the eggs are laid, the female always stays within 100 yards of her nest and savagely attacks any being that approaches. Once the eggs hatch, the mother immediately leaves, and the hatchlings are left to fend for themselves.



Snapping Turtle

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	1 (-5)	10 (+0)	5 (-3)

Saving Throws –
Skills Perception +2
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 12
Languages –
Challenge 2 (450 XP)

Aggressive. The snapping turtle can move up to its speed toward a hostile creature that it can see.

*__Lockjaw.__ If the snapping turtle hits with its bite attack, it can use a bonus action to initiate a grapple on the target. Until this grapple ends, the target is restrained, and the snapping turtle can't bite another target.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 15 (2d12 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14).

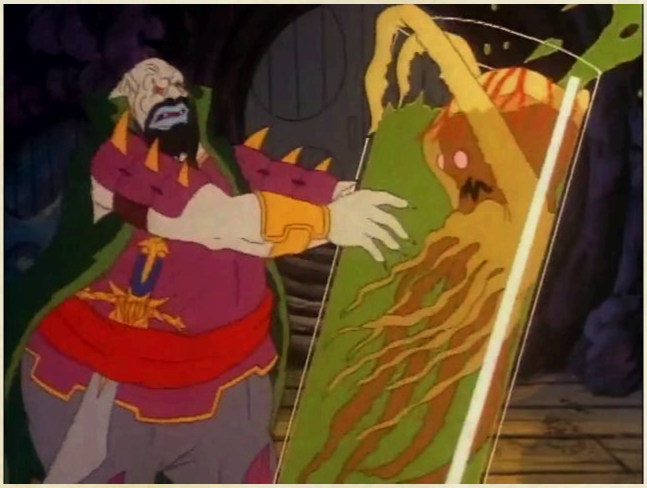
Crushing Bite. If the target is grappled by the snapping turtle, it takes 10 (2d6 + 3) bludgeoning damage at the start of each of the snapping turtle's turns until the grapple ends.

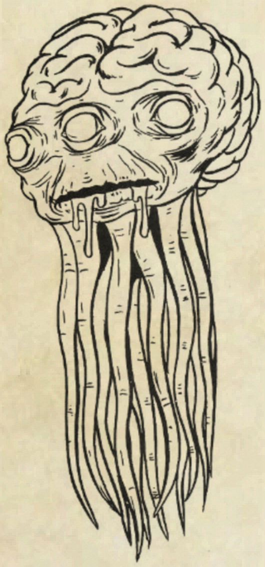
SOOTHE SAYER

Sooth Sayers are an ancient race, with legend stating that they were the first inhabitants of Mer. Their torso resembles a human brain with three pupilless eyes spaced evenly across it and multiple tendrils emanating from their bottom. Their mouth is nothing more than a slavering slit.

Sooth Sayers are aquatic creatures that can only exist in an area where the water is over 312 degrees Fahrenheit. Therefore, they only inhabit areas where there is underwater volcanic activity.

Sooth Sayers are extremely intelligent creatures that are able to see into the future. They willingly answer up to three questions concerning an individual's or a group's destiny. The answers will never be specific, however, and should leave doubt as to what exactly is being predicted. They will not give information about the location of specific items, nor will they state in whose possession such items are. Sometimes it will be impossible to accurately answer a question. When this occurs, it is left up to the DM.





SOOTHE SAYER

Large aberration, Lawful Neutral

Armor Class 12 (natural armor)
Hit Points 200 (16d10 + 112)
Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	24 (+7)	25 (+7)	20 (+5)	18 (+4)

Saving Throws –
Skills Arcana +12, Insight +10, Perception +10
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 20
Languages Telepathy 120 ft.
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the Sooth Sayer fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Sooth Sayer makes three Mind Blast attacks.

Mind Blast. *Ranged Spell Attack*: +12 to hit, range 100 ft., one target. *Hit*: 45 (10d8) psychic damage. All creatures within a 100-foot radius of the Sooth Sayer must make a DC 18 Intelligence saving throw or be stunned for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The Sooth Sayer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Sooth Sayer regains spent legendary actions at the start of its turn.

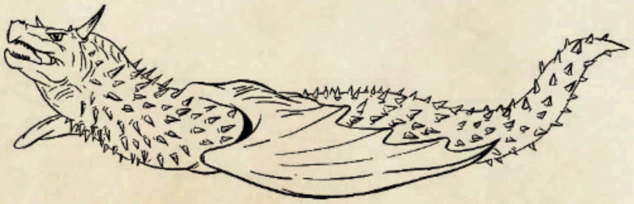
- Detect: The Sooth Sayer makes a Wisdom (Perception) check.
- Mind Crush (Costs 2 Actions): The Sooth Sayer targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Intelligence saving throw or take 27 (6d8) psychic damage and be stunned until the end of the Sooth Sayer's next turn.
- Future Sight (Costs 3 Actions): The Sooth Sayer glimpses the immediate future. Until the end of its next turn, the Sooth Sayer has advantage on all attack rolls, ability checks, and saving throws.

SPIKED SNAKE

A Spiked Snake is a serpentine creature which can grow up to seven feet in length and, when fully grown, is one foot thick. Its body is totally covered in sharp, thorny appendages, and it has three-foot long, multi-colored translucent wings growing from the middle of its body. This creature's head is eel-like in appearance, with two six-inch-long horns growing out of either side of its head.

Spiked Snakes are always found in remote locations far from civilization and hunt for food and sleep by hanging upside down by their prehensile tails. When anyone approaches within 10 feet of a hanging Spiked Snake, the creature begins to furiously beat its wings. Anyone witnessing this must immediately roll against their Magic Resistance or become enthralled by the creature's beauty for 1d6 minutes.

When a being becomes enthralled, the Spiked Snake drops from its place of hanging and coils around its victim. Once its victim is encircled, the Spiked Snake tightens its grip, impaling its victim with its many spikes. For each minute the victim is constricted, they sustain 1d12 wound points. The damage from these spikes instantly brings its victim to their senses, but by this time, the victim is usually fatally snared. Only its death or a combined Strength of 30 causes the Spiked Snake to release its deadly grip.



SPIKED SNAKE

Large beast, unaligned

Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	8 (-1)

Saving Throws –
Skills Perception +4, Stealth +6
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 6 (2,300 XP)

Keen Smell. The Spiked Snake has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The Spiked Snake has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Spiked Snake makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage.

Constrict. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 12 (2d8 + 4) bludgeoning damage plus 10 (3d6) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Spiked Snake can't constrict another target.

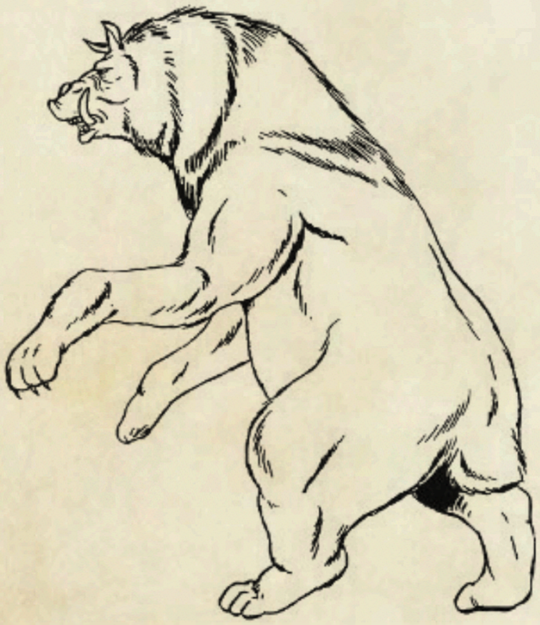
Enthrallment (Recharge 5-6). The Spiked Snake beats its wings and releases a mesmerizing display. Each creature within 30 feet of the Spiked Snake that can see it must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, a creature is incapacitated and has a speed of 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Construction. A Spiked Snake's nest is built using the bones of its prey. It spends hours carefully constructing intricate patterns that deter other predators and provide insulation. This construction ability does not affect combat but showcases the creature's territorial nature.

Spiwak

A Spiwak averages nine feet in height with a body like that of a large grizzly bear. It has powerful legs ending in feline paws, and a head like that of a boar. Despite its large size, this creature has the speed, agility, and eyesight of a cat. A Spiwak has perfect night vision and can see in complete darkness as well as daylight. This creature is an excellent climber, climbing at a rate of 50 feet per minute.

This incredibly aggressive creature uses its surprising speed to chase down and kill anything that enters its hunting area. Once it catches its prey, the Spiwak uses its eight-inch retractable claws as its main weapons. If both claws successfully hit, it is assumed that the Spiwak has grabbed its victim and placed him in a hug. When held, its victim is unable to engage in melee and may only be freed by outside means. For each minute that its prey is held, an additional 2d10 wound points are inflicted. Any successful hit on the Spiwak causes it to release its grip, starting its next attack on the being causing it the most damage. A being just released from a Spiwak's hug cannot perform any action for 1d6 minutes, as it is regaining its breath and getting the circulation back in its body.



Spiwak

Large beast, unaligned

Armor Class 19 (natural armor)
Hit Points 92 (10d10 + 40)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	18 (+4)	3 (-4)	14 (+2)	8 (-1)

Saving Throws –
Skills Perception +6, Stealth +9, Athletics +10
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 16
Languages –
Challenge 8 (3,900 XP)

Keen Smell. The Spiwak has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the Spiwak moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the Spiwak can make one bite attack against it as a bonus action.

Aggressive. As a bonus action, the Spiwak can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The Spiwak makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 16 (2d10 + 5) piercing damage.

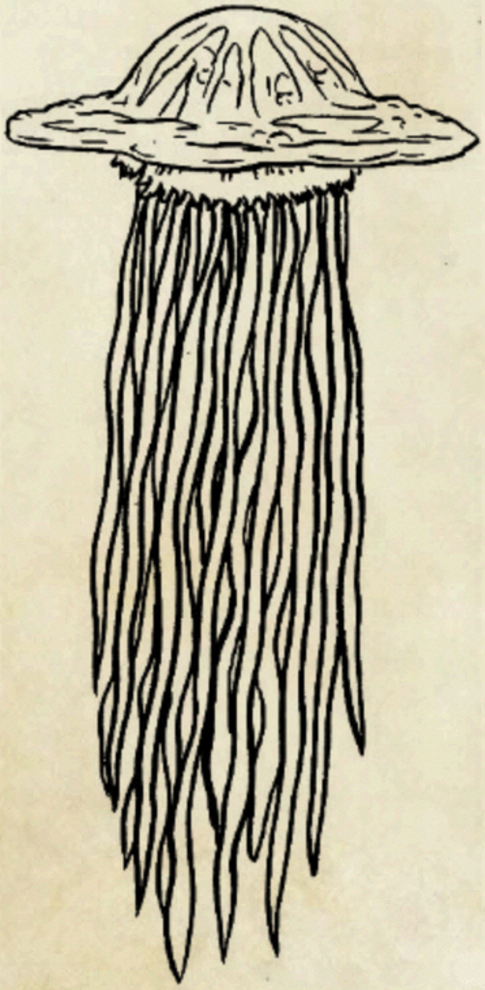
Claw. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 19 (3d8 + 6) slashing damage.

Hug. If both claw attacks hit the same target, the target is grappled (escape DC 18) and takes an additional 13 (2d10 + 6) bludgeoning damage as the Spiwak hugs it. Until this grapple ends, the target is restrained, and the Spiwak can't use its claws on another target.

STINGER

A Stinger is an aquatic creature that resembles a large blob of protoplasm. It can grow up to twenty feet in width, and its 2d10 translucent tentacles, which are similar to those of a jellyfish, can grow up to thirty feet in length.

Stingers float within 20 feet over the surface, letting their tentacles extend below them. Due to their transparent nature, there is a 75% chance that any being swimming within 20 feet of the Stinger does not notice the tentacles until it is entangled in them. Once contact is made, the Stinger inflates its body with air to stay above its victim in order to safely attack from a distance. Only severing the tentacles allows an individual to escape from within their confines. Tentacles are considered severed when they take 20 wound points.



STINGER

Large beast, unaligned

Armor Class 11
Hit Points 84 (8d12 + 32)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	1 (-5)	10 (+0)	4 (-3)

Saving Throws –
Skills Stealth +8, Perception +2
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Passive Perception 12
Languages –
Challenge 6 (2,300 XP)

Transparent. Even when the stinger is in plain sight, it takes a DC 15 Wisdom (Perception) check to spot a stinger that has remained motionless for 1 round. Creatures that fail to notice it and walk into its space are automatically grappled by the stinger's tentacles.

Inflate. As a reaction, the stinger can inflate its body with air, allowing it to float above its target. While inflated, it hovers 20 feet above the ground or water.

ACTIONS

Multiattack. The Stinger makes three attacks: one with its body and two with its tentacles.

Body. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 22 (3d12 + 4) bludgeoning damage.

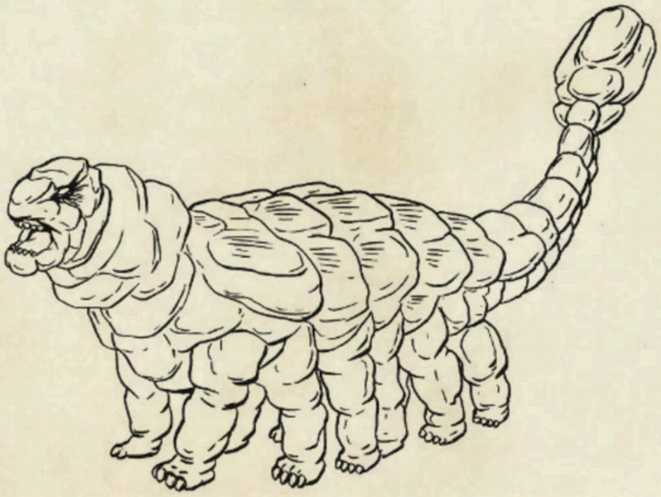
Tentacle. *Melee Weapon Attack*: +7 to hit, reach 30 ft., one target. *Hit*: 9 (1d12 + 3) piercing damage and the target is grappled (escape DC 15). The Stinger has 2d10 tentacles, each of which can grapple one target. If the target is within 20 feet of the Stinger, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1d4 minutes.

- Tentacle Severing: A tentacle can be severed if it takes 20 or more damage in a single turn.

STONER

Stoners are 12-foot-long reptilian creatures with twelve legs and a long, clubbed tail. Their skin color depends on the main color of the rocks near their lair, allowing them to blend seamlessly into their surroundings. This chameleon-like ability makes them nearly invisible while motionless among stones. Stoners are always found near mountains or in rocky terrains, where their camouflage is most effective.

These large, slow-moving creatures are poor fighters and depend almost entirely on their special breath weapon for defense. When threatened, Stoners expel a magical fog that turns anything it touches into stone. Those affected are not dead but are in a state of suspended animation. If the stoned being is broken, its essence is destroyed, and the being dies.



STONER

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (10d12 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Saving Throws –
Skills Stealth +5, Perception +2
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 12
Languages –
Challenge 8 (3,900 XP)

Chameleon Skin. The Stoner can blend in with its surroundings, giving it advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone Breath. As a reaction to being threatened (at DM discretion), the Stoner can exhale a magical fog in a 15-foot radius. Each creature in that area must succeed on a DC 15 Constitution saving throw or be petrified for 1 hour. A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). The creature is incapacitated and unable to move or speak and is unaware of its surroundings. Attacks against a petrified creature have advantage. If the creature is broken while petrified, it is dead. The petrified condition lasts until the creature is freed by the greater restoration spell or other magic.

ACTIONS

Multiattack. The Stoner makes two attacks with its tail.

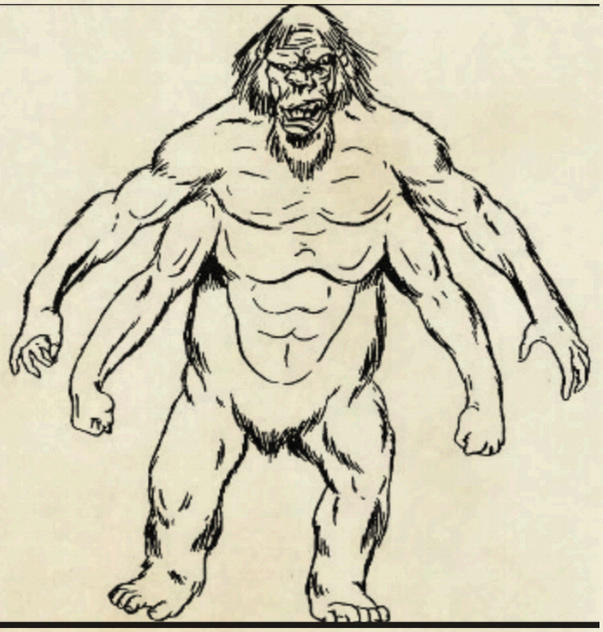
Tail. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 5) piercing damage.

STRAND

A Strand is a massive humanoid standing almost 10 feet tall, with four arms and a body covered in coarse hair. Its shambling gait, misshapen face with huge teeth, and tiny beady eyes give it a fearsome appearance. Strands delight in inflicting pain and revel in slaughter and mayhem.

Despite their brutish appearance, Strands are intelligent enough to be trained to wear armor and wield up to four weapons simultaneously. This capability, combined with their natural strength and resilience, makes them highly sought after as bodyguards and mercenaries. Strands are commonly employed by those who require formidable enforcers capable of wreaking havoc on their enemies.



STRAND

Large humanoid, Chaotic Evil

Armor Class 18 (leviathan scale armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	7 (-2)	10 (+0)	8 (-1)

Saving Throws –
Skills Athletics +9, Intimidation +3
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Giant
Challenge 8 (3,900 XP)

Multi-Armed. The Strand can wield up to four weapons at once, gaining an additional attack for each weapon it wields beyond the first.

Savage Attacker. Once per turn, the Strand can reroll the damage dice for a melee weapon attack it makes, and use either result.

ACTIONS

Multiattack. The Strand makes four attacks with its weapons.

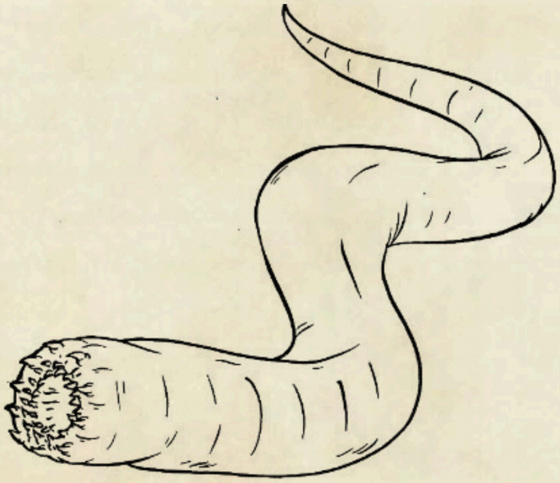
Weapon Attack. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage or 14 (2d8 + 5) slashing damage if wielding a heavy weapon in both hands.

Frightful Presence: Each creature of the Strand's choice within 30 feet and aware of it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Strand is within line of sight, ending the effect on itself on a success.

Tmonth (TEE-month)

A Tmonth is a burrowing snake-like creature averaging eight feet in length. Although its body is similar to that of a snake, it appears to be headless, with its body ending in a large maw-like aperture ringed with four rows of six-inch, razor-sharp teeth. The Tmonth's body is covered with thousands of minute hairs that act as sonar, allowing it to detect even the slightest vibration up to two hundred yards away. When a vibration is detected, either above or below ground, the Tmonth immediately travels to the source and attacks with its formidable bite.

Above ground, the Tmonth is a slow, awkward creature. However, by using its unique maw, it can tunnel at an incredible rate, making it a dangerous predator that can ambush its prey from below. Despite its eyeless nature, the Tmonth's ability to sense vibrations makes it a formidable hunter in any terrain.



Tmonth

Large beast, unaligned

Armor Class 20 (natural armor)
Hit Points 120 (10d12 + 50)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	20 (+5)	2 (-4)	10 (+0)	5 (-3)

Saving Throws –
Skills Perception +4
Damage Resistances –
Damage Immunities –
Damage Vulnerabilities –
Condition Immunities –
Senses Blindsight 120 ft., Tremorsense 200 ft., Passive Perception 14
Languages –
Challenge 7 (2,900 XP)

Burrow Master. The Tmonth can move through nonmagical earth and stone without slowing down, leaving a tunnel in its wake.

Vibration Detection. The Tmonth can pinpoint the location of any creature or object in contact with the ground within 200 yards.

Actions

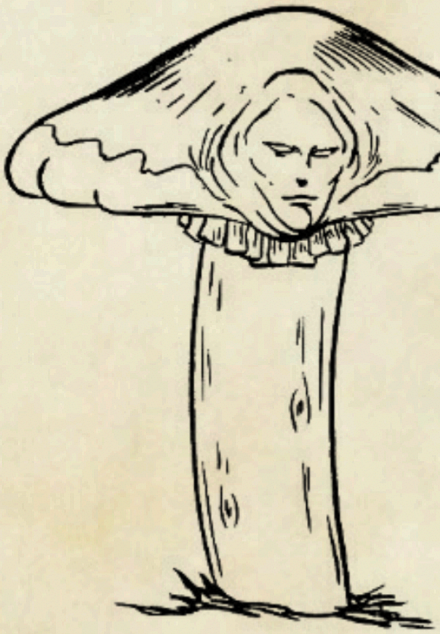
Multiattack. The Tmonth makes two attacks with its bite.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 18 (3d6 + 4) piercing damage.

TOAD STOOL

Toad Stools are small, unintelligent, magical creatures that look like common mushrooms, but with a perfectly detailed human face discernible upon close examination. They can inhabit any location with dirt, above or below ground. They are often found in communities among actual mushrooms, making them difficult to detect.

When in danger, the entire group of Toad Stools within a 100-yard radius acts in unison due to their collective intelligence. This collective intelligence allows them to cast Low Magic spells, with their magical power increasing with the size of the group. For every hundred Toad Stools, the group gains 10 Low Magic spell points, enabling them to defend themselves or deter threats through magical means. Due to their natural camouflage, Toad Stools are incredibly hard to detect, making them a unique and mysterious presence in the wilds of Mer.



TOAD STOOL

Tiny plant, unaligned

Armor Class 12 (natural armor)
Hit Points 1
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

Skills Stealth +4

Senses Passive Perception 10
Challenge 0 (10 XP)

Collective Intelligence. All Toad Stools in a 100-yard radius share a collective intelligence and operate as a single creature. They can collectively cast Low Magic spells using their combined spell points (10 spell points per 100 Toad Stools).

Natural Camouflage. Toad Stools have a 95% chance of being indistinguishable from normal mushrooms, granting them advantage on Dexterity (Stealth) checks made to hide in mushroom fields or similar environments.

ACTIONS

Spellcasting (Low Magic). The Toad Stools can cast Low Magic spells as a collective entity. The spells and their effects are determined by the DM, using the collective spell points available.

Low Magic Spells:

1. Detect Magic (1 Spell Point):

- Range: Self
- Duration: Concentration, up to 10 minutes
- Effect: For the duration, the Toad Stools can sense the presence of magic within 30 feet. If they sense magic in this way, they can use their action to see a faint aura around any visible creature or object in the area that bears magic.

2. Minor Illusion (1 Spell Point):

- Range: 30 feet
- Duration: 1 minute
- Effect: The Toad Stools create a sound or an image of an object within range that lasts for the duration. The illusion can be of any object that fits within a 5-foot cube. If a creature uses its action to examine the illusion, it can determine that it is an illusion with a successful Intelligence (Investigation) check against the Toad Stools' spell save DC.

3. Druidcraft (1 Spell Point):

- Range: 30 feet
- Duration: Instantaneous
- Effect: The Toad Stools can create a harmless sensory effect such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. They can also instantly light or snuff out a candle, torch, or small campfire.

4. Entangle (3 Spell Points):

- Range: 90 feet
- Duration: Concentration, up to 1 minute
- Effect: Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. These plants turn the ground into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against the spell save DC. On a success, it frees itself.

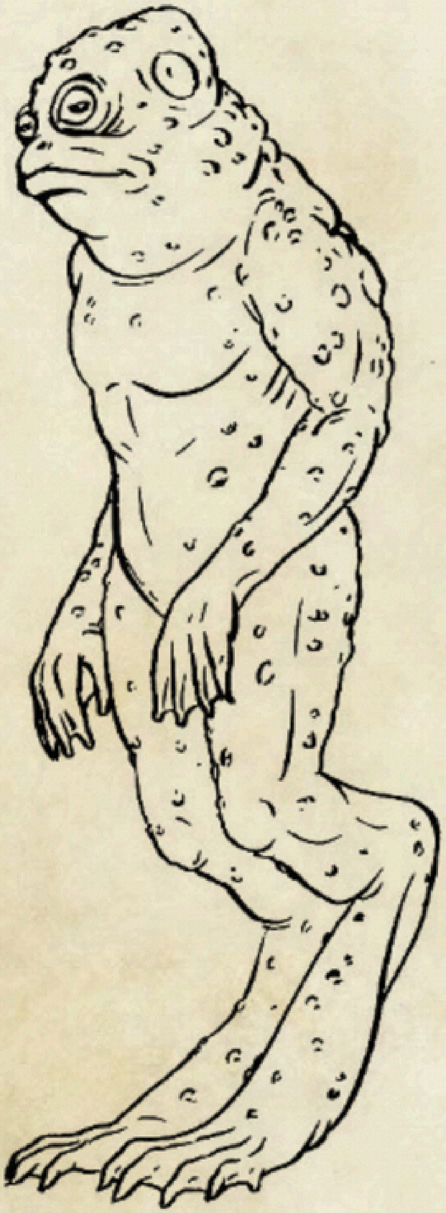
5. Healing Word (3 Spell Points):

- Range: 60 feet
- Duration: Instantaneous
- Effect: The Toad Stools can choose a creature within range to regain hit points equal to 1d4 + their spellcasting ability modifier. This spell has no effect on undead or constructs.

TOED (TOW-ED)

Description: A Toed is a plump, man-sized amphibian creature that appears to be a cross between a man and a toad. It stands upright on frog-like legs but has human arms in lieu of forelegs. Although its head is human-shaped, its face is like that of a frog, and its skin is slimy green and covered with large warts.

Toeds prefer to dwell near bodies of water but can be found in any wet and humid climate. They are easily panicked and react by leaping around in an attempt to land on the source of their fear. This erratic behavior makes them unpredictable and dangerous to nearby creatures.



TOED

Medium humanoid, unaligned

Armor Class 15 (Natural Armor)
Hit Points 28 (3d10+9)
Speed 30 ft., swim 50 ft., leap 15 ft. horizontally or 20 ft. vertically

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +4, Stealth +6
Senses Darkvision 60 ft., Passive Perception 10
Challenge 1 (200 XP)

Amphibious. The Toed can breathe air and water.

Slimy Skin. The Toed's skin is covered in a mucus that makes it slippery. It has advantage on checks and saving throws made to escape a grapple.

ACTIONS

Multiattack. The Toed makes two attacks: one with its Pounce and one with its bite.

Pounce. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6+3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Toed can't pounce another target.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (1d8+3) piercing damage.

REACTIONS

Panic Leap. When the Toed takes damage, it can use its reaction to leap up to 15 feet horizontally or 20 feet vertically. If it lands on a creature, that creature must succeed on a DC 14 Dexterity saving throw or be knocked prone and take 7 (1d8+3) bludgeoning damage.

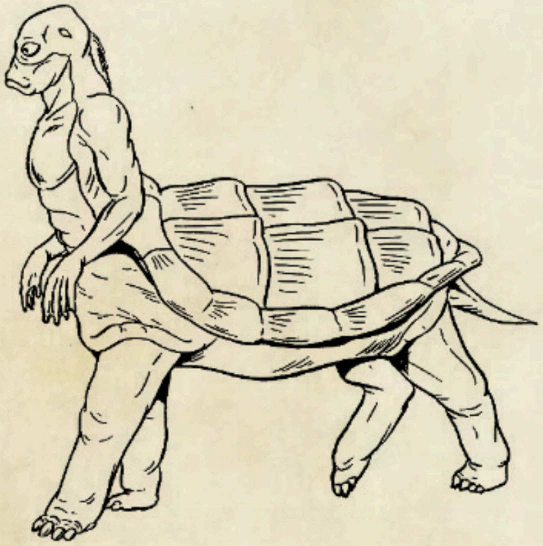
TRESS

A Tress is an intelligent, semi-aquatic creature that looks similar to a centaur except it has the legs and size of a young-adult elephant. It has a powerful human torso, the lower body of a rhinoceros, and a shell similar to that of a tortoise. A Tress's head is humanoid in appearance, with a slightly domed skull and small facial features like those of a fish.

This creature is an unobtrusive omnivore that spends the majority of its life in freshwater lakes or rivers feeding on bottom plant life and fish. Even though a Tress is an air-breathing creature, it may hold its breath for up to ten minutes at a time.

If not threatened, a Tress may allow itself to be approached, and, when its trust is gained, even touched. Although gentle, this creature is a dangerous adversary if threatened. It uses its extreme size and powerful legs to crush its opponents and often uses crude weapons fashioned out of small tree trunks. If in extreme danger, a Tress completely withdraws into its shell and remains there until the danger has passed.

Tress are mortal enemies of Crocmen and immediately attack them and fight to the death if they are encountered.



TRESS

Large monstrosity, Neutral Good

Armor Class 17 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	8 (-1)	10 (+0)	7 (-2)

Skills Athletics +8, Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Challenge 4 (1,100 XP)

Amphibious. The Tress can breathe air and water.

Hold Breath. The Tress can hold its breath for 10 minutes.

Shell Defense. As an action, the Tress can withdraw into its shell, gaining a +4 bonus to AC and advantage on Strength and Constitution saving throws. While in its shell, the Tress is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, and it can't take reactions. The only action it can take is a bonus action to emerge from its shell.

ACTIONS

Multiattack. The Tress makes three attacks: one with its legs and two with its weapon.

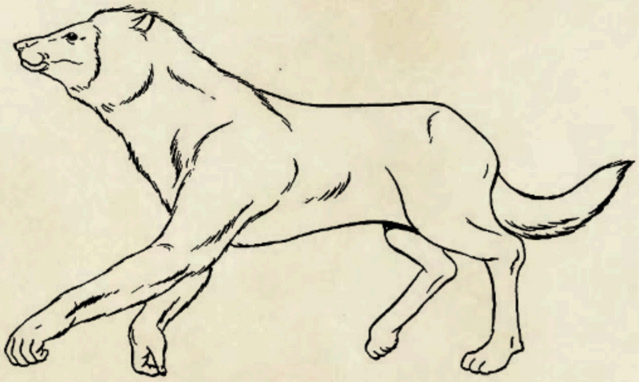
Legs. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 22 (3d10 + 5) bludgeoning damage.

Weapon. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) bludgeoning damage.

TORY

A Tory has the torso of a large dog and a head that resembles an opossum. It has the hind legs of a canine, and its forelegs end in gorilla-like hands. A Tory is most comfortable walking on all fours but is able to walk erect and often does so when in melee. Although this creature averages just under 5 feet in height, when erect, it often reaches well over 12 feet.

A Tory is an efficient hunter, preferring to hunt in packs of up to eight individuals. Pack behavior is a well-coordinated system, with one portion flushing its prey to a location where the rest of the pack waits in ambush. When in melee, a Tory either fights using its forelegs or its unique bark. The bark is a high-frequency sound that causes any being, other than a Tory, to be confused for 1d6 minutes and take 2d10 psychic damage. While confused, a being may not fight but may flee at its regular movement rate.



TORY

Large monstrosity, Neutral Good

Armor Class 15 (natural armor)
Hit Points 90 (10d10 + 36)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +3, Stealth +5
Senses Darkvision 60 ft., Passive Perception 13
Challenge 6 (2,300 XP)

Pack Tactics. The Tory has advantage on attack rolls against a creature if at least one of the Tory's allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The Tory has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The Tory makes two attacks: one with its forelegs and one with its bark.

Fore Legs. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage.

Bark (Recharge 5-6). The Tory emits a high-frequency bark. Each creature within 30 feet of the Tory that can hear the bark must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) psychic damage, is confused for 1 minute, and can't take reactions. On a successful save, the creature takes half as much damage and isn't confused. A confused creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

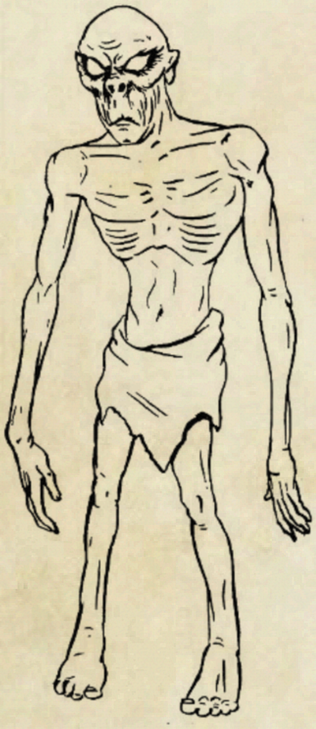
TROG

Trogs are subterranean humanoids that rarely exceed a height of four feet. They appear to be emaciated, as they are so thin that their bones are easily discernible through their pale, white skin. Their heads are round, with large saucer-shaped eyes, and their spindly arms and legs are much too long for their body.

Trogs are highly adapted to their underground life and can climb sheer cliffs and traverse rough terrain with ease. Their large eyes allow them to see perfectly in complete darkness. However, any bright light immediately causes them to flee in terror or be blinded for 1d10 minutes. Also, due to their extremely long, thin, flexible bodies, they are able to fit through openings under one foot in diameter. Trogs are omnivores, with their main diet consisting of rats, bats, and other subterranean creatures. However, if food is scarce, they can easily survive on the moss and plant life that grow in their caves.

Trogs are intolerant to light and, therefore, only travel outdoors in darkness, and immediately seek shelter before dawn. Being unintelligent creatures, they usually go blind if caught in daylight, as they do not have the sense to create any sort of eye protection.

Trogs live in loose-knit communities, or tribes, each of which is ruled by the most powerful individual in the tribe. This leader may be either male or female. In most cases, a community is situated behind an extremely thin crevice to limit access by any non-Trog beings.



TROG

Small humanoid, lawful neutral

Armor Class 13 (natural armor)
Hit Points 28 (5d6 + 10)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +5, Perception +2
Senses Darkvision 120 ft., Passive Perception 12
Languages Undercommon
Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the Trog has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Nimble Escape. The Trog can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The Trog makes two attacks with its weapon.

Club. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage.

Throwing Dagger. *Ranged Weapon Attack*: +5 to hit, range 20/60 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

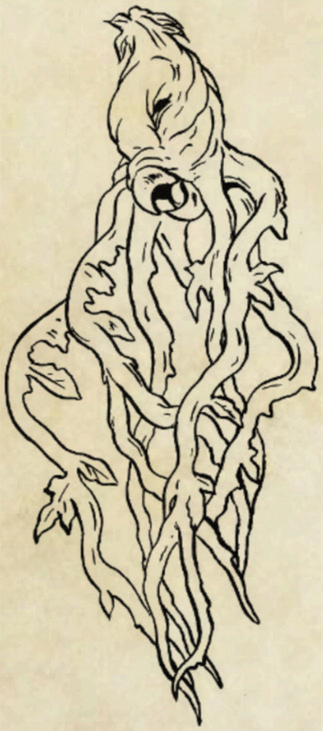
VINE OCTOPUS

The body of a Vine Octopus is usually just under eight feet in circumference, with a large hooked beak and two beady eyes. Its eight green vine-like tentacles may stretch up to thirty feet in length.

A Vine Octopus usually resides among the upper branches of trees, cliffs, or other elevated areas where it lets its tentacles hang down toward the ground. When in this position, the tentacles appear to be nothing more than thick jungle vines. As soon as a being makes contact with a tentacle, the player of the contacting being must roll below his character's Dexterity score. If the roll is unsuccessful, the tentacle encircles its victim and pulls it upward at a rate of 25 feet per round. Once in this position, the tentacle must be severed, or the Vine Octopus must be killed in order for it to release its grip. In order for a tentacle to be severed, it must sustain 10 cumulative wound points. Remember, if the tentacle is severed when its victim is in the air, its victim sustains normal fall damage. If its victim is brought to the creature's beak, it is assumed that the victim is completely wrapped in its tentacle and totally immobilized. When in this position, the Vine Octopus attacks with its beak until the victim is dead.

The vine octopus may be pulled from its perch by a combined Strength total of 50. If this occurs, the Vine Octopus continues to fight in the aforementioned manner, except it attempts to attach itself to a ground-level object or pulls its body toward its victim.

Although most octopi are shy, quiet creatures, Vine Octopi are vicious carnivores that are too unintelligent to know fear.



VINE OCTOPUS

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Skills Stealth +6, Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 5 (1,800 XP)

Camouflage. The Vine Octopus has advantage on Dexterity (Stealth) checks made to hide in forested or jungle environments.

Grasping Tentacles. A Vine Octopus can use its tentacles to grapple up to eight creatures at a time. Each tentacle can be attacked and has AC 15 and 10 hit points. Destroying a tentacle does not harm the Vine Octopus but releases any creature grappled by it.

Vicious Predator. When the Vine Octopus hits a creature with its beak attack, it can attempt to start a grapple as a bonus action. The target must succeed on a DC 14 Strength saving throw or be grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Vine Octopus cannot use its beak on another target.

ACTIONS

Multiattack. The Vine Octopus makes two attacks: one with its beak and one with its tentacle.

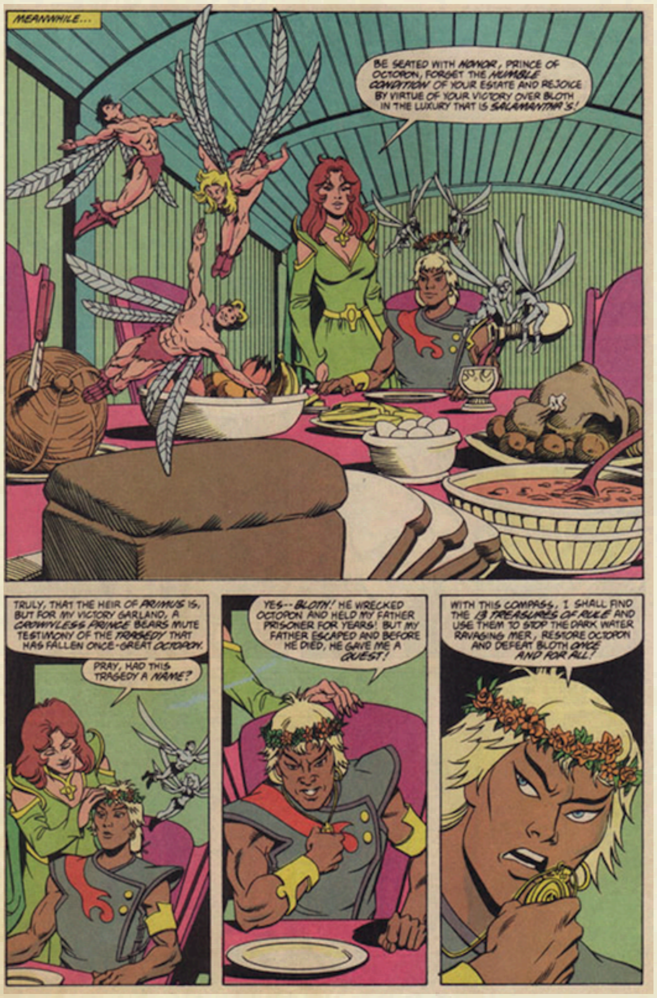
Tentacle. *Melee Weapon Attack*: +6 to hit, reach 30 ft., one target. *Hit*: 12 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained.

Beak. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 15 (3d6 + 3) piercing damage.

WINGED MINION

Salmantha's winged minions are tiny, mischievous creatures that resemble miniature fey beings with delicate wings. Their bodies emit a faint, eerie glow, and their eyes shimmer with a malevolent intelligence. These creatures are often used by Salmantha to spy on her enemies, steal small but valuable items, or cause chaos and mischief.

Winged Minions excel in remaining unseen and unheard, making them perfect for espionage. These creatures are fiercely loyal to their mistress and will carry out her commands without hesitation. They enjoy playing tricks on those they encounter, often leading their victims into traps or other dangers.


MEANWHILE...
BE SEATED WITH HONOR, PRINCE OF OCTOPON, FORGET THE HUMBLE CONDITION OF YOUR ESTATE AND REJOICE BY VIRTUE OF YOUR VICTORY OVER BLOTH IN THE LUXURY THAT IS SALAMANTHA'S!
TRULY, THAT THE HEIR OF PRIMUS IS, BUT FOR MY VICTORY GARLAND, A CROWNLESS PRINCE BEARS MUTE TESTIMONY OF THE TRAGEDY THAT HAS FALLEN ONCE-GREAT OCTOPON.
PRAY, HAD THIS TRAGEDY A NAME?
YES--BLOTH! HE WRECKED OCTOPON AND HELD MY FATHER PRISONER FOR YEARS! BUT MY FATHER ESCAPED AND BEFORE HE DIED, HE GAVE ME A QUEST!
WITH THIS COMPASS, I SHALL FIND THE 13 TREASURES OF RULE AND USE THEM TO STOP THE DARK WATER RAVAGING MER, RESTORE OCTOPON AND DEFEAT BLOTH ONCE AND FOR ALL!

WINGED MINION

Tiny fey, Neutral Evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Stealth +5, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands Common and Sylvan but can't speak

Challenge 1/2 (100 XP)

Innate Magic. The Winged Minion can cast Minor Illusion at will.

Magic Resistance. The Winged Minion has advantage on saving throws against spells and other magical effects.

Fey Ancestry. The Winged Minion has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Multiattack. The Winged Minion makes two attacks with its tiny claws.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) slashing damage.

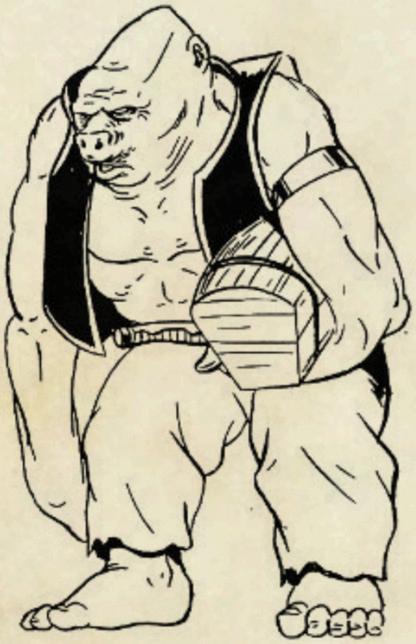
Charm (Recharge 6). The Winged Minion targets one humanoid it can see within 30 feet. If the target can see the Winged Minion, it must succeed on a DC 13 Wisdom saving throw or be charmed by the Winged Minion for 1 hour, or until the Winged Minion harms the target.

WARNEN

Warnen are large humanoid creatures that average between eight and twelve feet in height. They have thick, leathery hides that are usually dull grey or green in color, long flat foreheads, wide, pig-like noses, small mouths, and an almost non-existent chin. They are unintelligent, bad-tempered, violent creatures that enjoy killing for the sheer joy of it, and are just one step above a Great One on the evolutionary scale. In fact, they often befriend and travel with Great Ones in the hope of wreaking massive destruction.

Warnen are especially fond of gold, and, despite their disposition, often serve as pirate mercenaries, as long as pay is in gold and always paid on time. However, when this occurs, they usually spend the majority of their time fighting with their peers, and only the strongest leader can keep them in check. If not serving with a group, it is not uncommon for Warnen to recruit a number of Sea Goblins to serve them and to help them plunder.

Warnen live in communal groups, and for every group consisting of more than ten individuals, there is one who is a leader.



WARNEN

Large giant, Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics +9, Intimidation +2
Senses Darkvision 60 ft., Passive Perception 10
Languages Giant, Goblin
Challenge 8 (3,900 XP)

Brute. A melee weapon deals one extra die of its damage when the Warnen hits with it (included in the attack).

Relentless (Recharges after a Short or Long Rest). If the Warnen takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The Warnen makes two attacks with its weapon.

Greatclub. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 26 (3d12 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +9 to hit, range 60/240 ft., one target. *Hit*: 21 (3d10 + 5) bludgeoning damage.

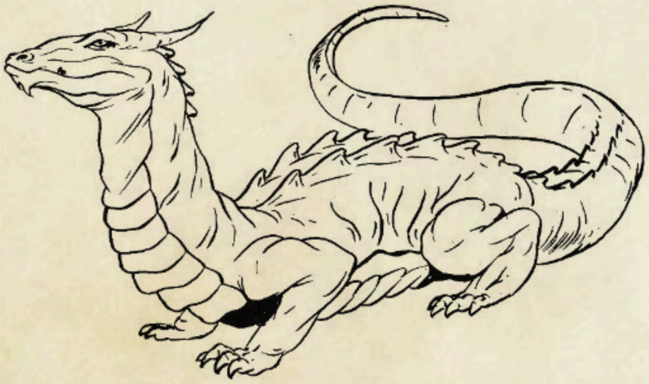
WYRM (LAND DRAGON)

Wyrms, or Land Dagrons, are large reptilian creatures that reach lengths of up to twenty feet. Although they resemble Dagrons, they are wingless and have a row of boney scales protruding from their back. Their skin is scaled, rough, and can be of any color. They have no preference to location or climate and can be found in any remote area, even underground.

Wyrms are fast, aggressive carnivores that attack anything they come across. They often stake out and mark areas up to a one hundred mile radius as their own. They then randomly roam their domain, eating and destroying anything that gets in their way.

Wyrms have extremely poor eyesight and have a difficult time seeing anything human-sized or smaller that is more than 10 feet away from them. To compensate for this, they have enhanced hearing, smelling, and motion detection, which allows them to detect any moving creature within a 50-foot radius.

When in melee, Wyrms are able to attack three times per minute, with a single bite and two claw attacks. Also, Wyrms may rear up on their hind legs, using their tail for balance, and fall on their victims, dealing additional bludgeoning damage.



WYRM

Large dragon, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	6 (-2)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +4
Senses Darkvision 60 ft., tremorsense 60 ft., Passive Perception 15
Languages –
Challenge 10 (5,900 XP)

Keen Senses. The wyrm has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Tremorsense. The wyrm can detect and pinpoint the origin of vibrations within 60 feet, provided that it and the source of the vibrations are in contact with the same ground or substance.

ACTIONS

Multiattack. The wyrm makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 14 (1d10 + 7) slashing damage.

Body Slam. The wyrm can rear up and slam down on its enemies. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d12 + 7) bludgeoning damage. The target is also grappled (escape DC 18). Until this grapple ends, the target is restrained, and the wyrm can't slam another target.

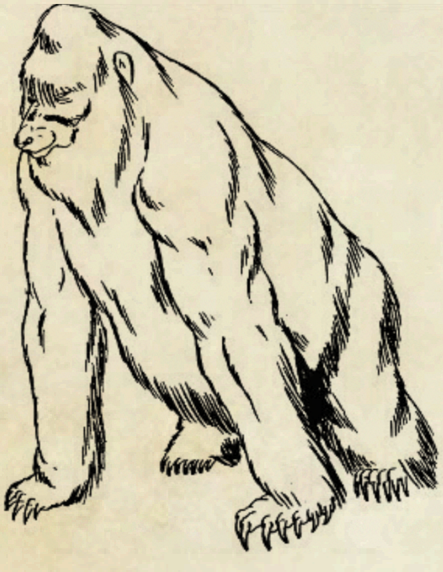
YALEANDER (YAIL-EE-AN-DER)

Yaleanders are large humanoid creatures completely covered in long white hair that can grow up to twelve feet in height. They have long flat heads, shaggy eyebrows, narrow slitted eyes, and long canine snouts. They are incredibly muscular creatures, but due to the length of their hair, this is not readily apparent. Their arms and legs are long, and each ends with seven clawed digits.

Yaleanders have an innate ability which allows them to refract light around their body, and when in this state, appear as nothing more than a shifting image of the terrain around them, shimmering in their shape. Because of this ability, there is a 90% chance that they will not be seen, and anyone engaging in melee with Yaleanders in their refracting state causes their AV to be lessened by one third.

Yaleanders are mountain dwellers and are rarely seen at altitudes less than five hundred feet above sea level. They are active at all times but prefer to hunt in the early morning hours, usually well before sun up. Although omnivores, they prefer fresh meat, preferably alive, or recently killed.

Yaleanders live in family units, with a typical family consisting of one dominant male, 1d12 females, and 3d6 young. If encountered in their lair, the adults fight to the death to protect their young. When in melee, a Yaleander may elect to fight with two claws or may opt to use a weapon and a claw simultaneously.



YALEANDER

Large humanoid, Neutral Evil

Armor Class 22 (natural armor)
Hit Points 175 (15d10 + 75)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	21 (+5)	8 (-1)	12 (+1)	10 (+0)

Skills Stealth +9, Perception +6, Survival +6
Senses Darkvision 60 ft., Passive Perception 16
Languages Yeti, Common
Challenge 10 (5,900 XP)

Light Refraction. The Yaleander can refract light around its body, making it almost invisible. It has a 90% chance to not be seen, and creatures have disadvantage on attack rolls against the Yaleander while it is refracting light. If a creature hits the Yaleander while it is in this state, the Yaleander's AV is reduced by one-third.

Mountain Camouflage. The Yaleander has advantage on Dexterity (Stealth) checks made to hide in mountainous terrain.

Keen Smell. The Yaleander has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The Yaleander makes three attacks: two with its claws and one with its weapon.

Claw. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 18 (2d12 + 7) slashing damage.

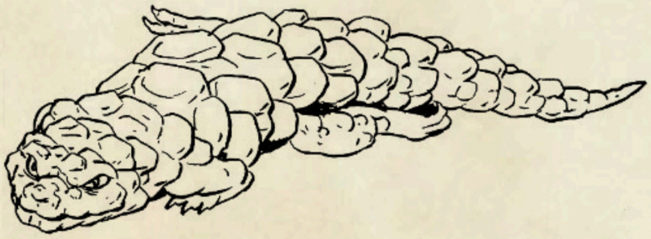
Weapon Attack. *Melee or Ranged Weapon Attack*: +10 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit*: 12 (1d10 + 7) damage.

ZEDOR (ZEE-DOR)

Zedors are mountain-dwelling lizards that are distant cousins of dragons. Their skin is covered with rough, textured bumps, resembling rocks of all shapes and sizes, which afford them perfect camouflage in their rocky domain. Although they can grow up to five feet in length, Zedors are capable of completely flattening themselves, appearing as nothing more than a small patch of rocky ground. When in this state, there is a 60% chance that they are not noticed or are mistaken for rocks.

In melee, Zedors may attack in two ways: their powerful bite or their unique spitting ability. This ability consists of spitting small rocks and solidified pieces of undigested food up to 50 feet away with great force, causing significant damage to their targets.

Zedors are solitary creatures, preferring the quiet solitude of mountainous regions. They are extremely territorial and will fiercely defend their domain from intruders, using their camouflage and spitting abilities to great effect. Despite their fearsome appearance and abilities, Zedors are not inherently aggressive and prefer to avoid confrontation when possible.



ZEDOR

Medium dragon, neutral

Armor Class 18 (natural armor)
Hit Points 104 (11d8 + 55)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	20 (+5)	6 (-2)	12 (+1)	9 (-1)

Skills Perception +5, Stealth +6
Damage Resistance Fire
Senses Darkvision 60 ft., Passive Perception 15
Languages –
Challenge 7 (2,900 XP)

Camouflage. The Zedor has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Rocky Appearance. When flattened and motionless, the Zedor has a 60% chance of being mistaken for rocks or being unnoticed.

ACTIONS

Multiattack. The Zedor makes two attacks: one with its bite and one with its spit.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 21 (3d10 + 4) piercing damage.

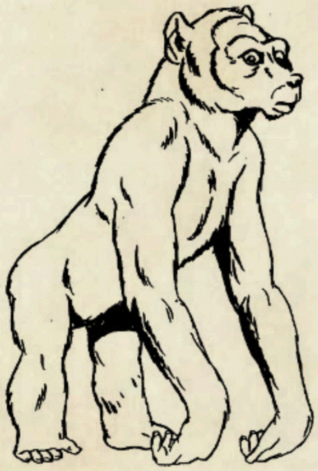
Spit. *Ranged Weapon Attack*: +8 to hit, range 50 ft., one target. *Hit*: 27 (5d10) bludgeoning damage. The Zedor spits small rocks and solidified pieces of undigested food with great force.

ZELT

A Zelt is a small humanoid creature standing up to four feet in height, with a long, thin body covered in coarse hair. Its face resembles that of a baboon, and it has long, sinewy limbs. While it can comfortably walk erect, it is more at home moving on all fours.

Zelts inhabit the highest branches of trees and can be found in any remote forest location. Though weak creatures that stand little chance against a well-armed party, they are cunning and nasty, living to wreak havoc. They often conduct nuisance attacks, such as throwing rocks, heaving branches, or chittering loudly to attract predatory creatures to the party's location.

Zelts are also great scavengers and thieves, attempting to steal any unattended item that catches their fancy. Being fearful creatures, Zelts only engage in combat if cornered, always trying to retreat to the safety of their trees before fighting.



ZELT

Small beast, Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 24 (5d6 + 5)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Stealth +8, Sleight of Hand +6, Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Languages –
Challenge 1 (200 XP)

Tree Dweller. The Zelt has advantage on Dexterity (Stealth) checks made to hide in trees or dense foliage.

Scavenger. The Zelt has advantage on Wisdom (Perception) checks to find hidden or unattended items.

ACTIONS

Multiattack. The Zelt makes two weapon attacks.

Throw Debris. *Ranged Weapon Attack*: +6 to hit, range 30/60 ft., one target. Hit: 8 (2d4 + 4) bludgeoning damage.

FINAL NOTE

Noy jitat, that was a lot of work!

Feel free to adjust any of these statblocks as you see fit, especially if you don't agree with some of the design choices (or there's an obvious error). Standard monsters from D&D or D&D-compatible source will also work quite well in this world.

There are many options for a PIRATES OF DARK WATER campaign, with the most obvious being searching for the Treasures of Rule with a culminating battle with the Dark Dweller. But there are many islands left unexplained on the map that can be filled in, and lots of different environments and cultures to accommodate a wide variety of campaign styles, from political to mercantile to dungeon delving.

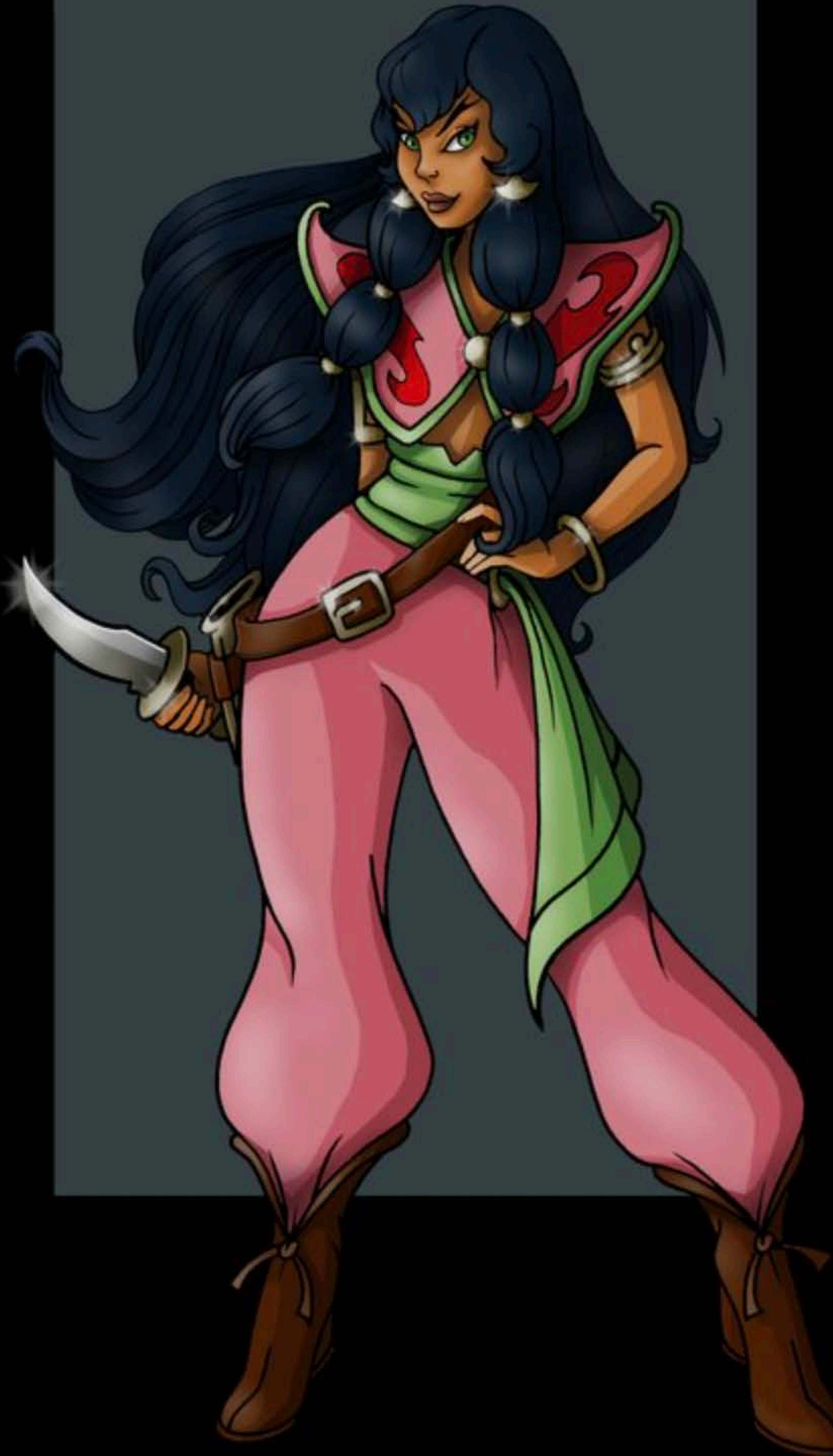
Another bonus about this cartoon is its age and cult status, meaning if you are an older player and have younger-gen players in your group, they may be completely unaware of this series. This provides an opportunity to offer them something totally fresh, and allow them to explore Mer and all it has to offer for the very first time.

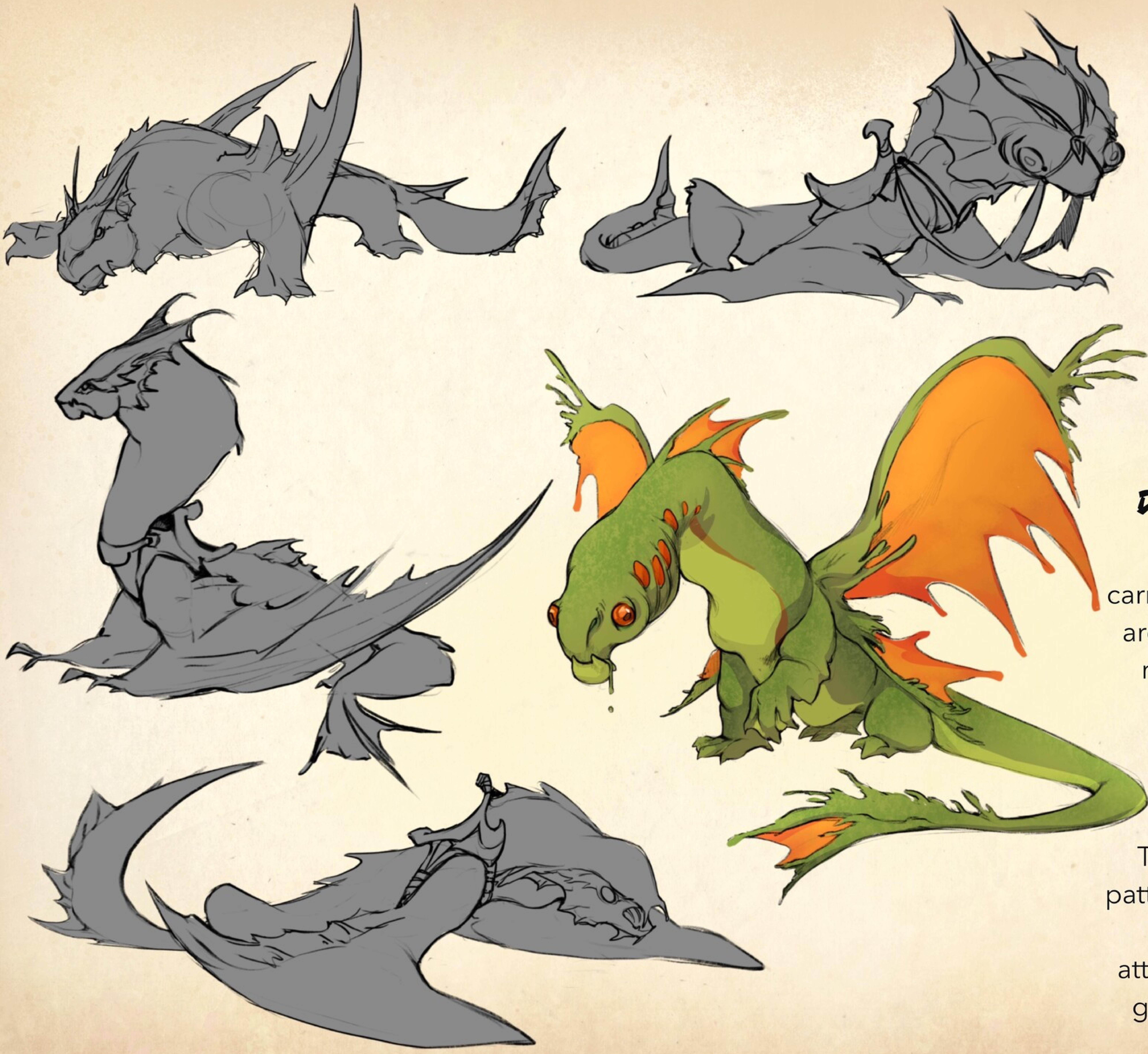
And finally, the ship rules presented here are very light and meant to be easy to run. More robust 5e-compatible ship rules can be found in my MIDDLE SEA campaign, which you can find in this Dropbox folder here:

https://www.dropbox.com/scl/fo/zpydaru6d32ajkorp5xwk/ACp8syz5D-dpkZqOlgJGQmw?rlkey=7sa08yqan0ksmei5ttd4vylh4&st=crmlp1r5&dl=0

-Hank Woon, July 30th, 2024

2012





Dagron Mounts!

These small carnivorous reptiles are snappish and require skill to control.

Their erratic fly patterns make them an especially attractive meal for giant leviathans

©Hanna-Barbera

Skorvash
The Frosted Sea
Merigol Mountains
College of Ecomancy
Beach of Doom
Octopon
The Shimmering Depths
Quorandal
The Sea of Whispering Waves
The Phantom Sea
Andorra
The Viva Tree
Blast Tunnels
Miragon
Veradon
The Sands of Zandara
The Serpent's Teeth
The Sea of Octopon
The Golden Sea
The Eternal Sea
Drakoria
Arakna Island
Island of the Atani
The Emerald Expanse
The Gentle Sea
The Ruins of Karnath
Karaluna Island
Pandawa Falls
Dragon's Maw
he Starkissed Sea
Kalinda
The Stormy Expanse
The Sea Fields of Thorsk
Janda Town
The Sunlit Sea
Makvold Market
Beloth Isle
The Sunlit Archipelago
The Shattered Sea
The Shattered Lands
The Abbey of Galdebar
Stekka Fog
Mobo Island
Island of Pale Warriors
The Sapphire Straits
The Radiant Sea
Port Seraphis
The Tempest Sea
The Floating Islands of Keth
Stormspire
The Sullen Sea
Floating Coral Reef
Monkey Bird City
Slave Market
Pandawa City
Cavern of the Egg
Banjamaar
The Crimson Sea
The Five Troubles
(Pirate Kingdoms)
N
The Obsidian Sea
Tiradoon
Mer
The Salt Dunes of Karath